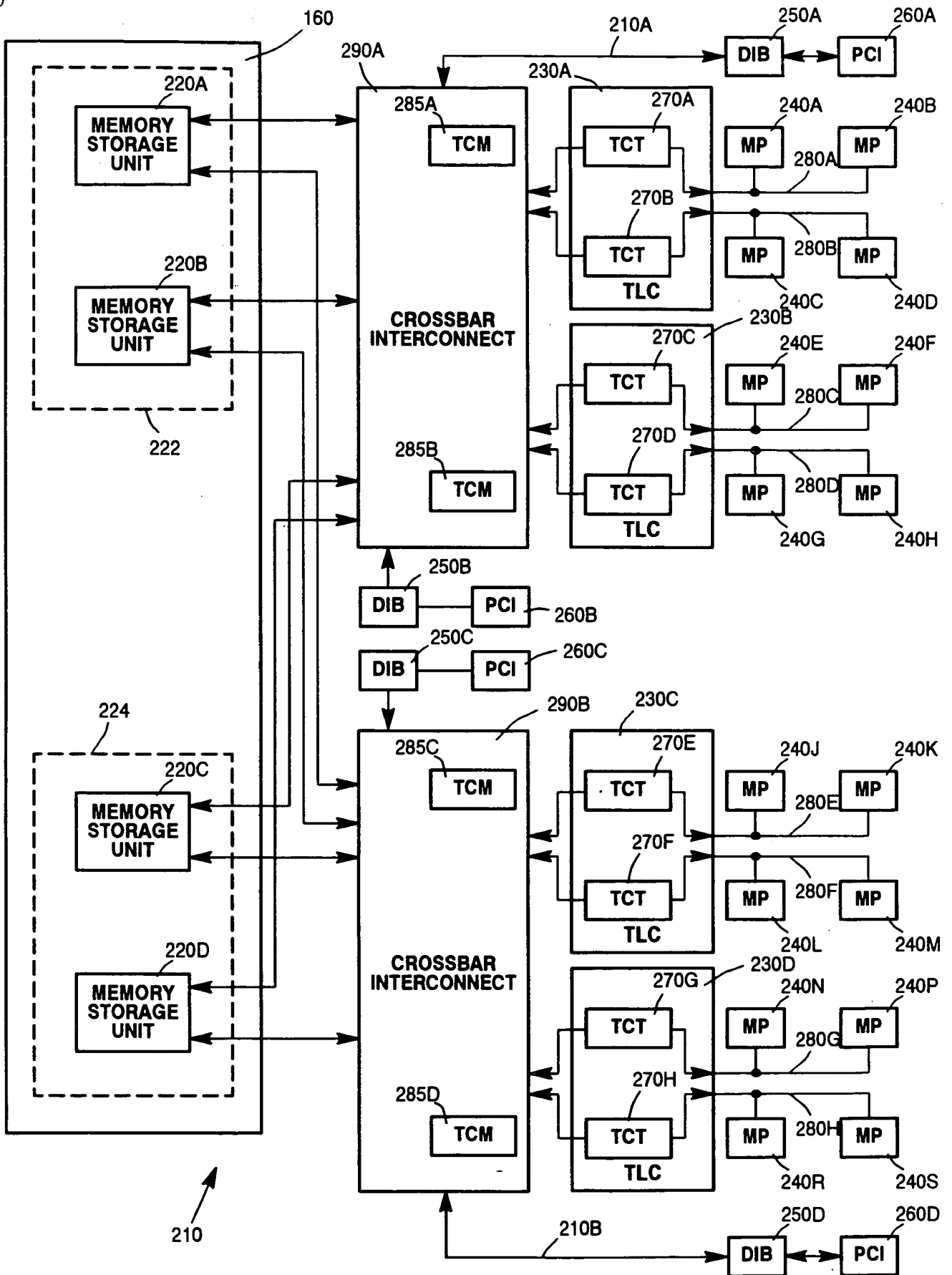
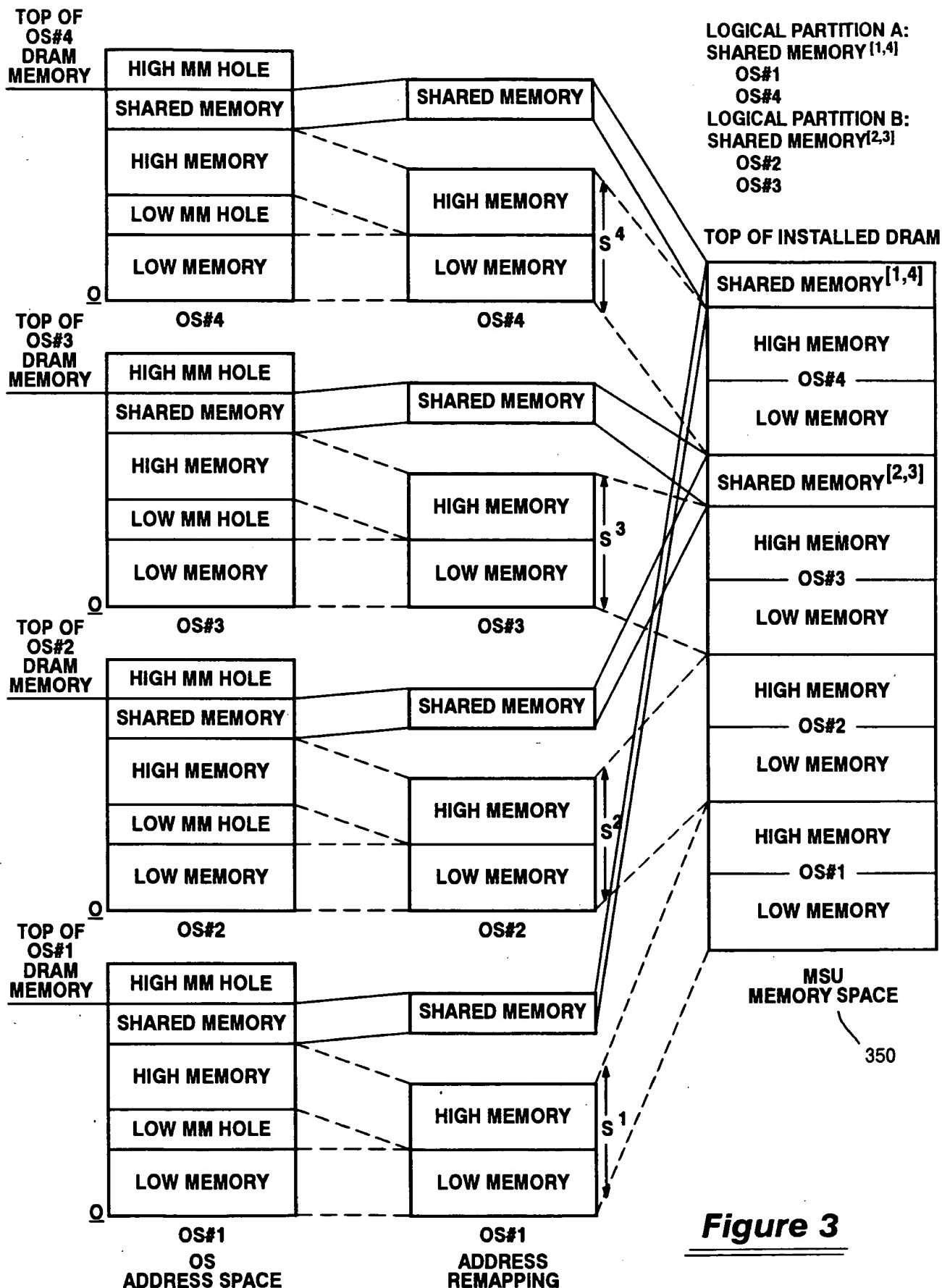


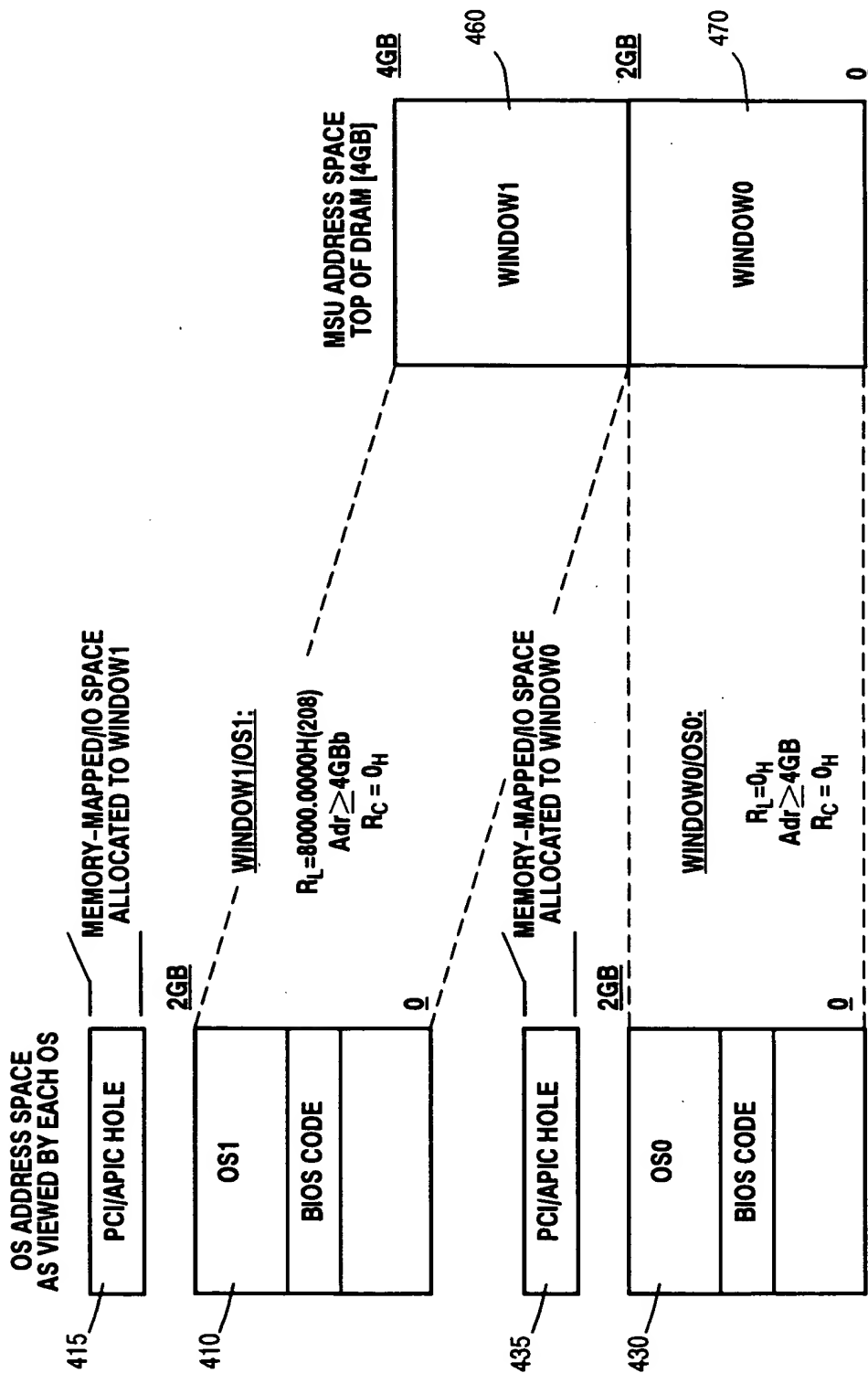
**Figure 1**



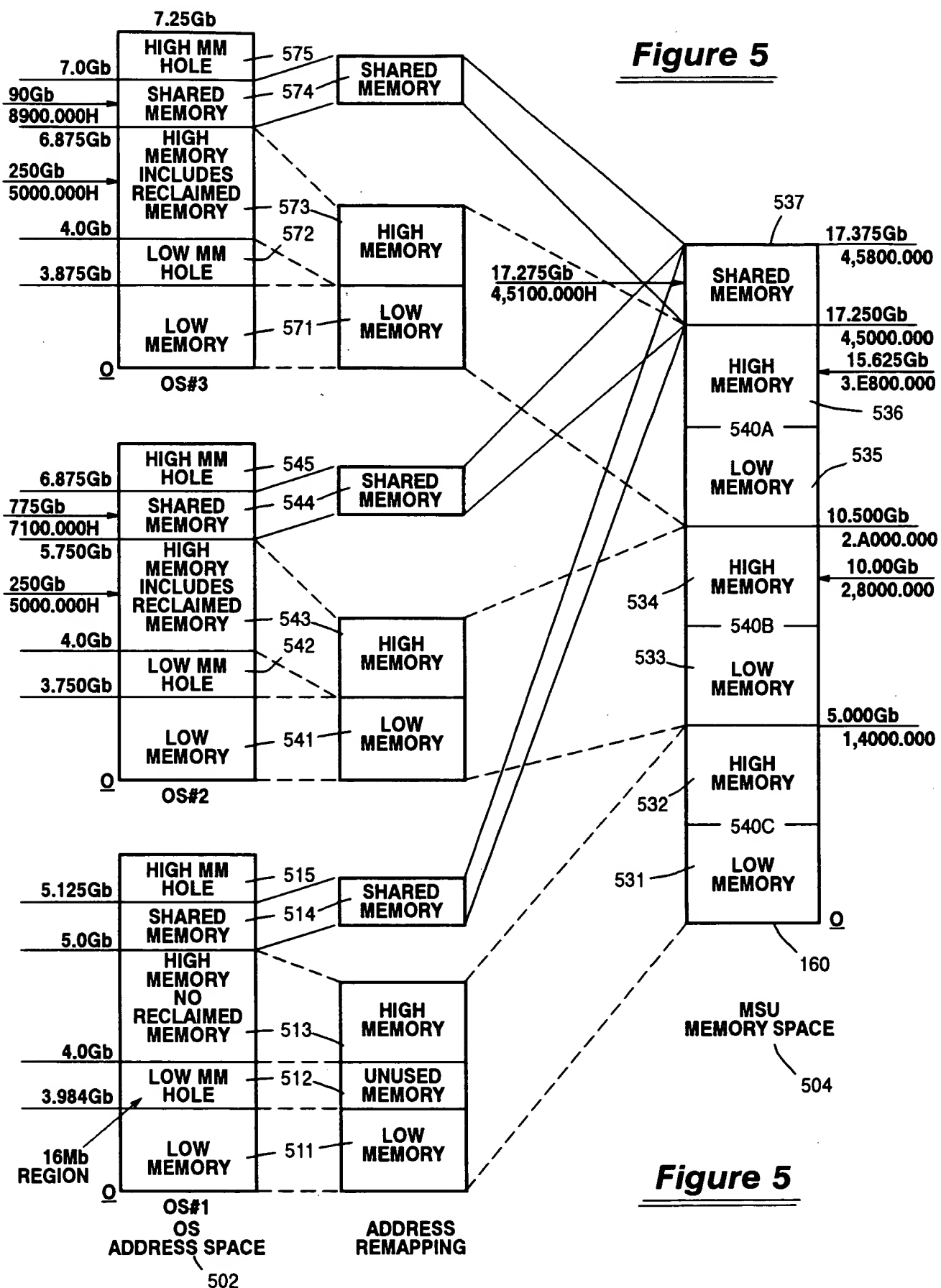
**Figure 2**

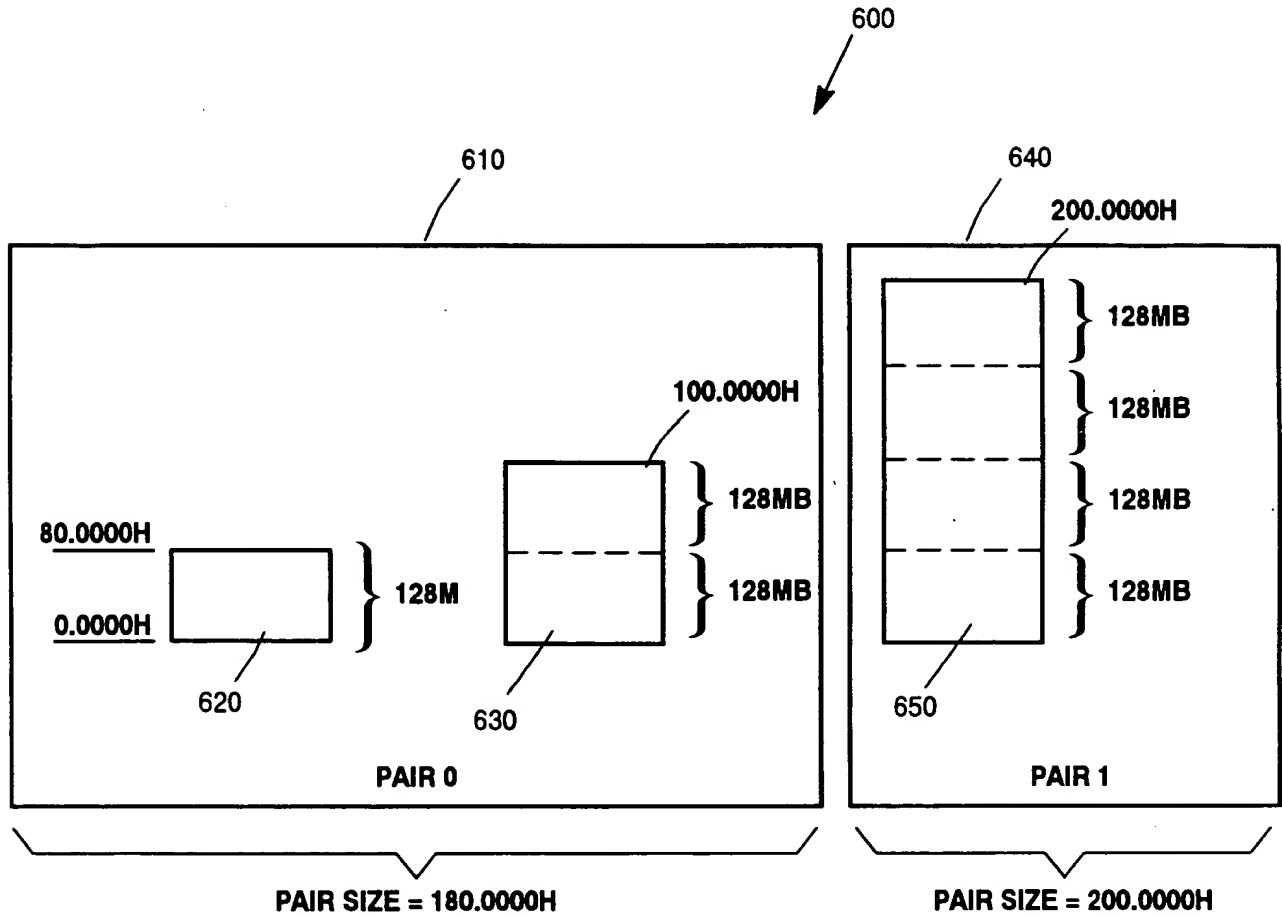


**Figure 3**

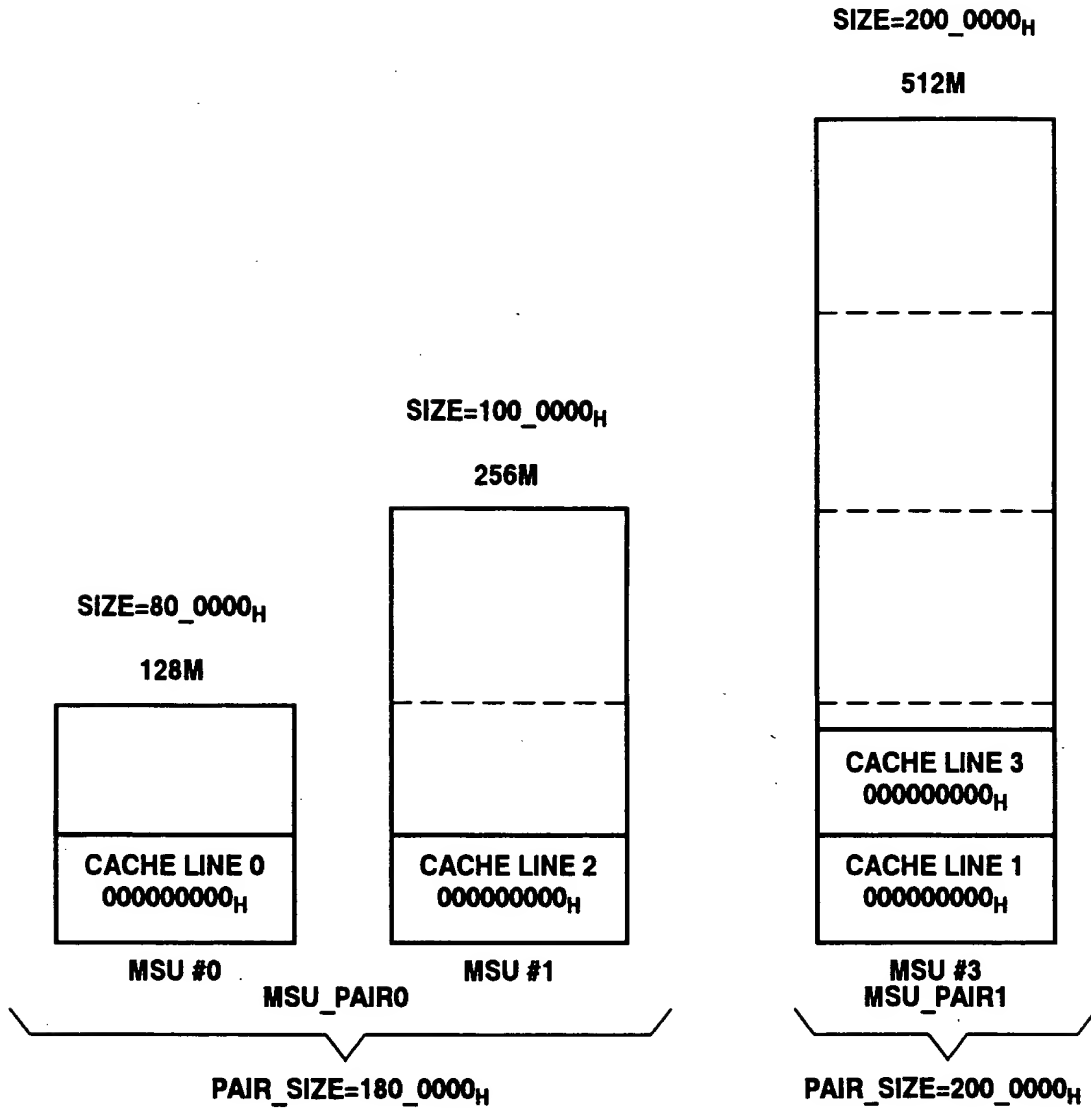


**Figure 4**

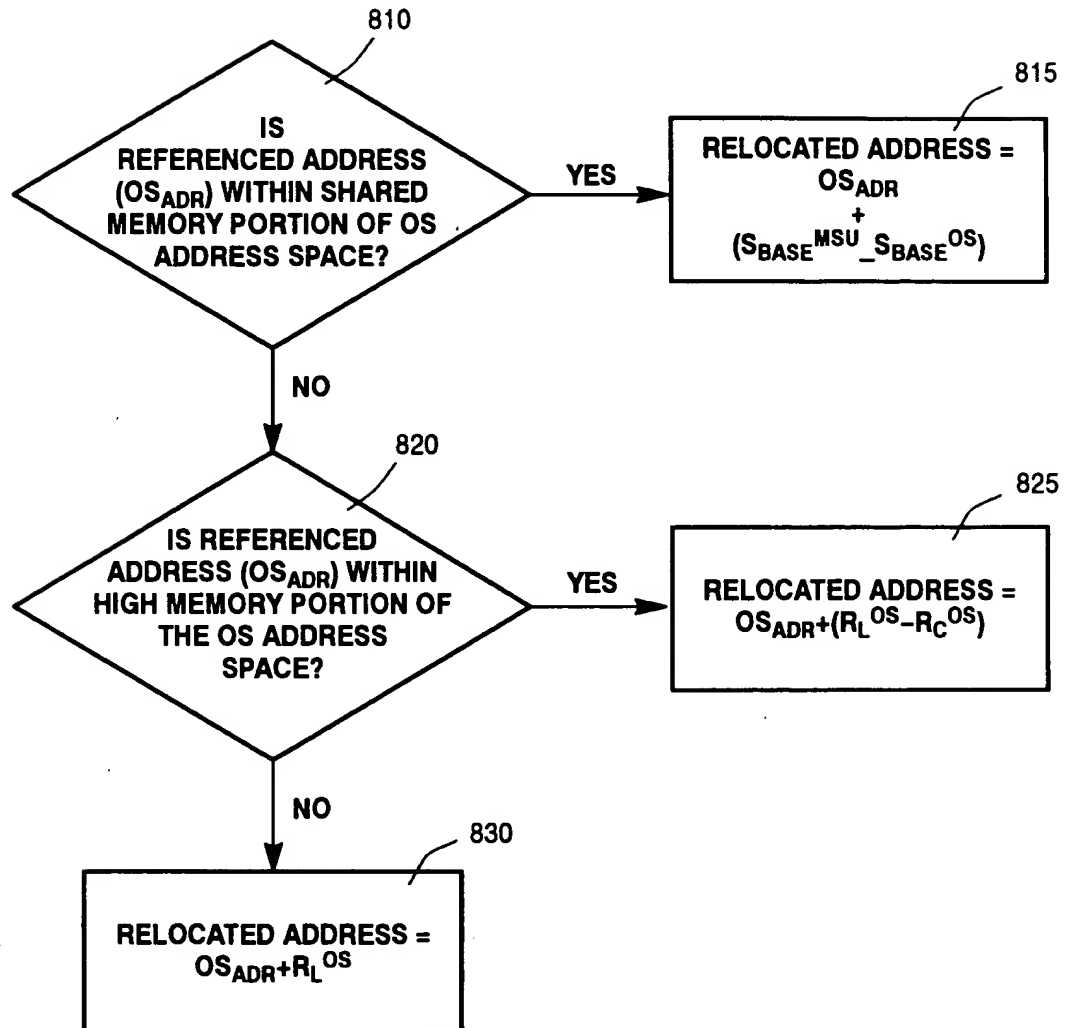




**Figure 6**

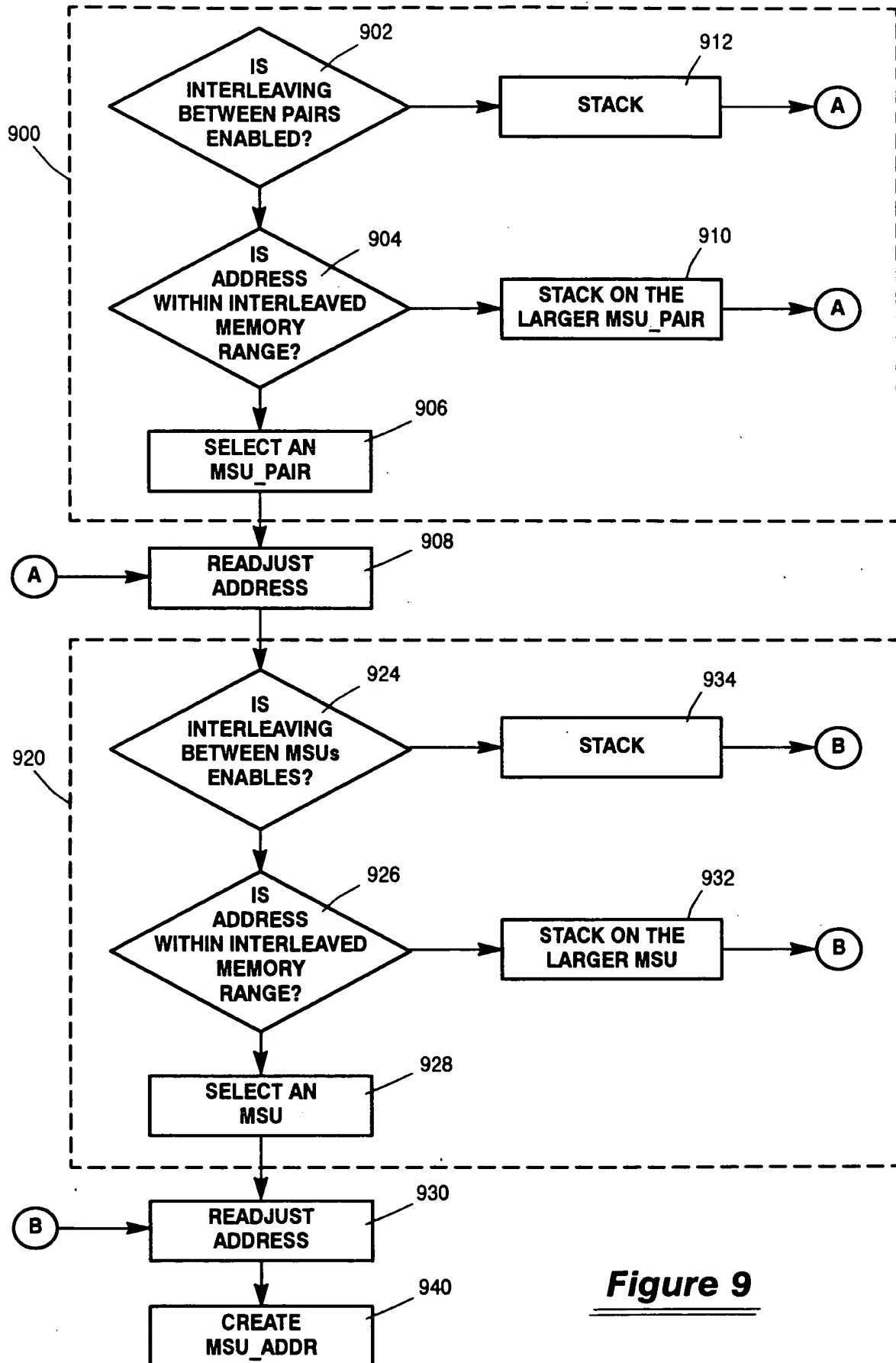


**Figure 7**

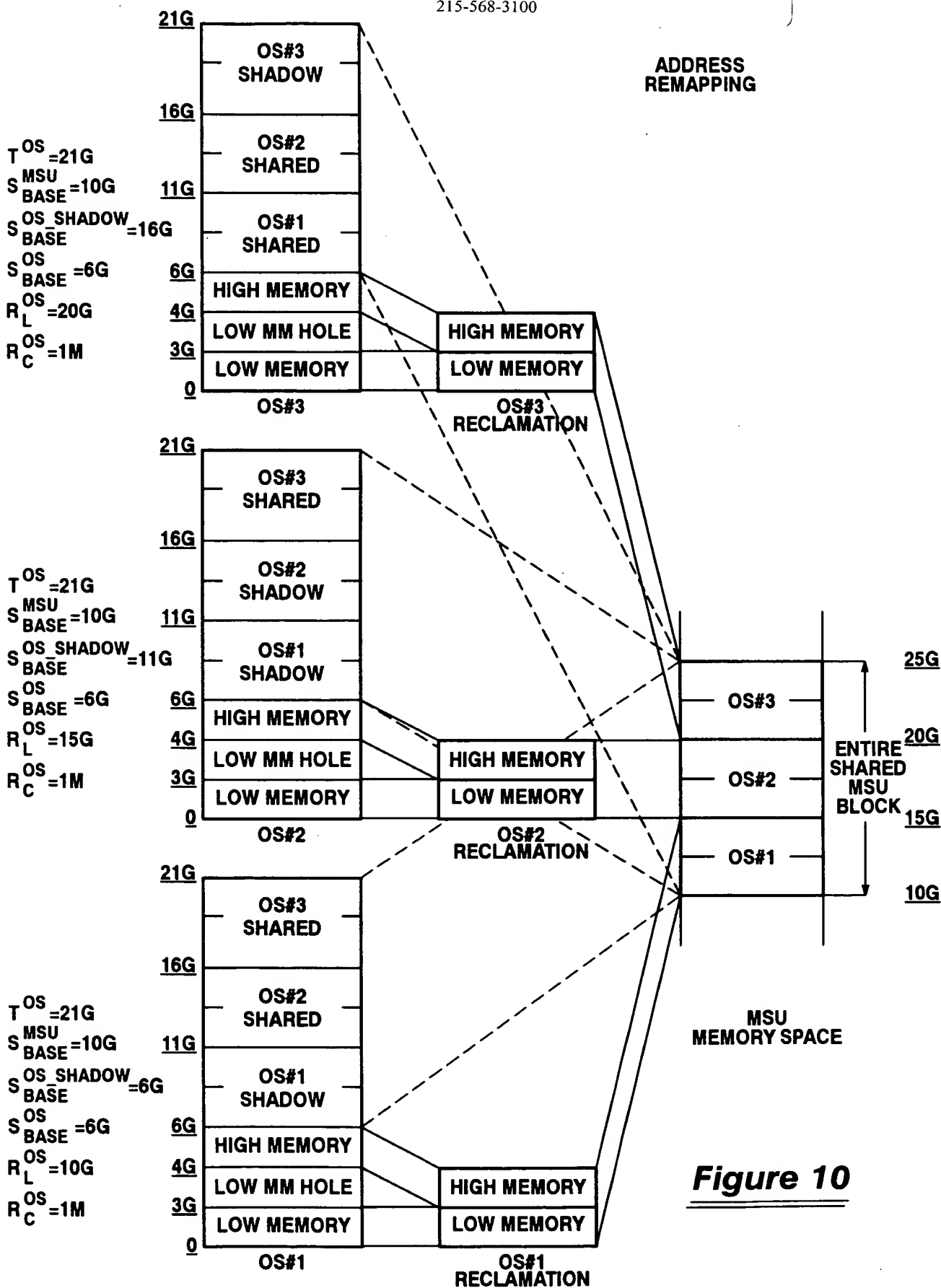


**Figure 8**



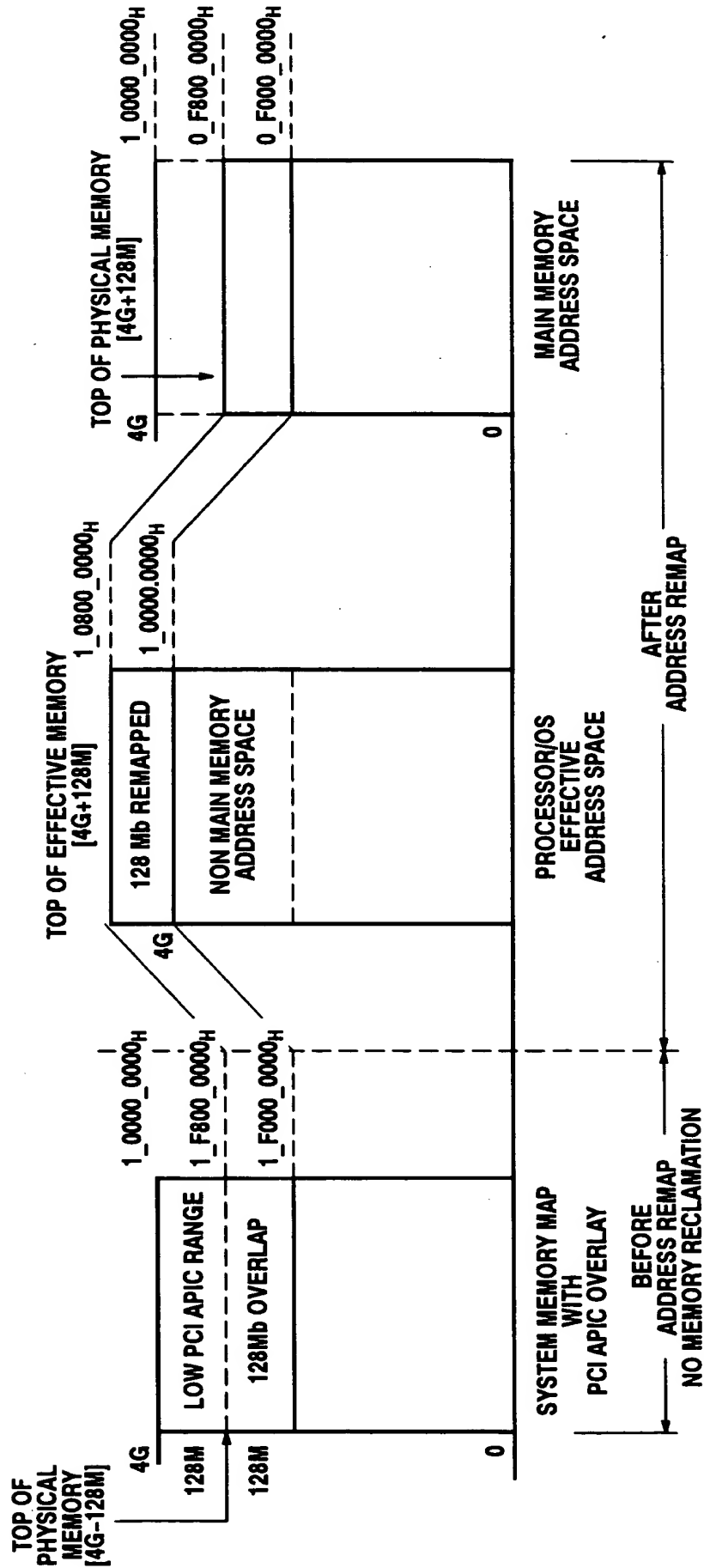


**Figure 9**

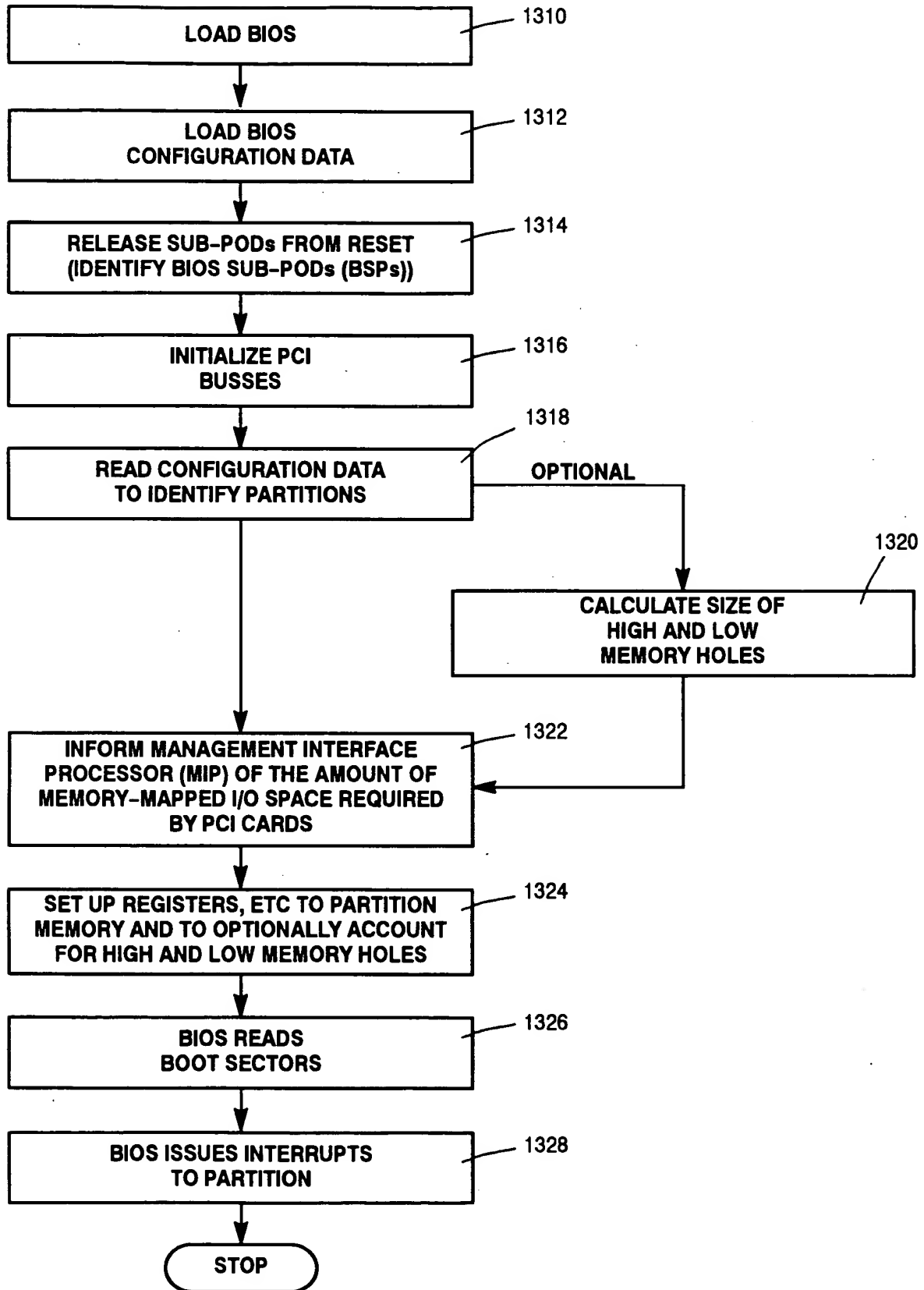




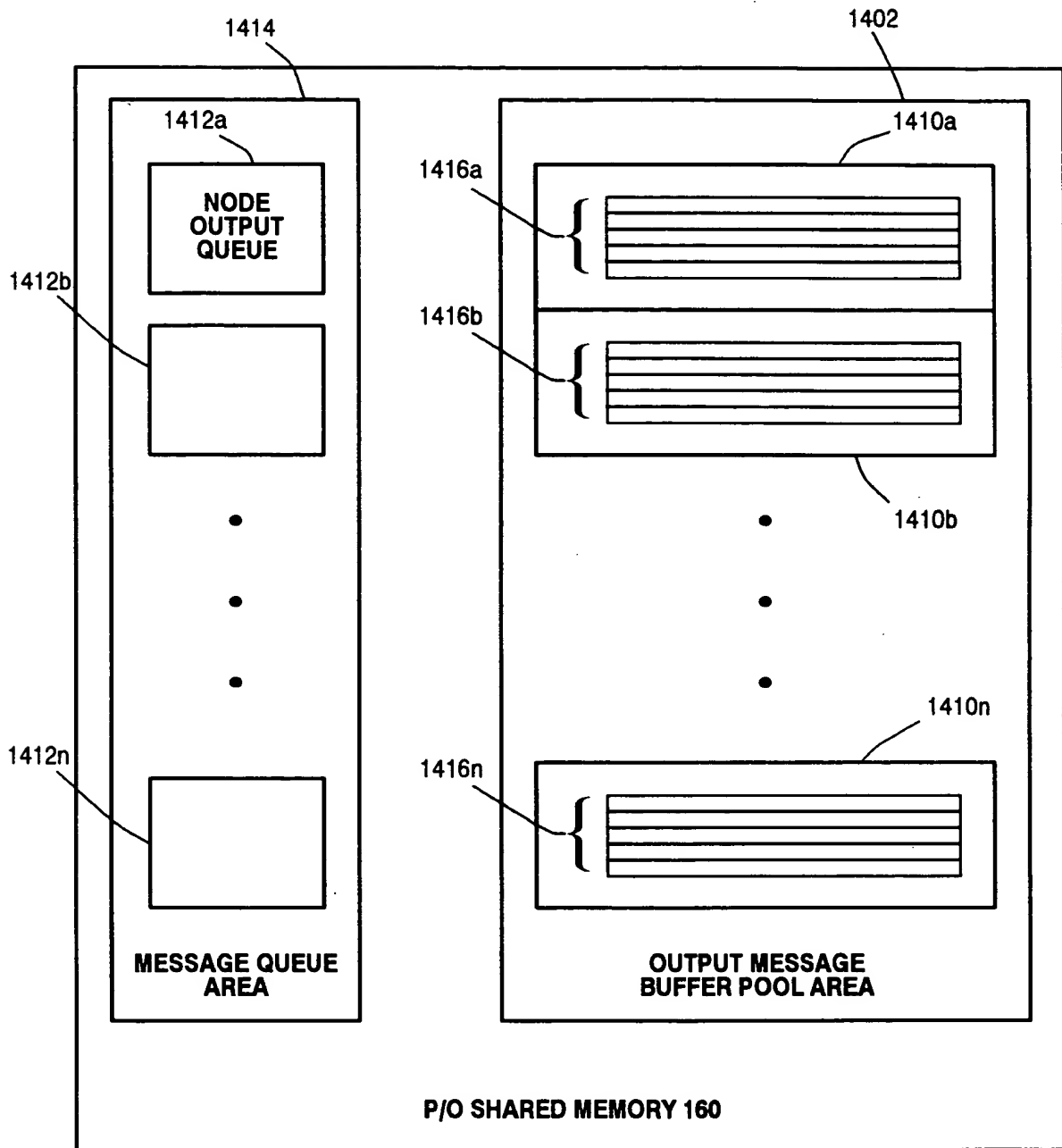
## Figure 11



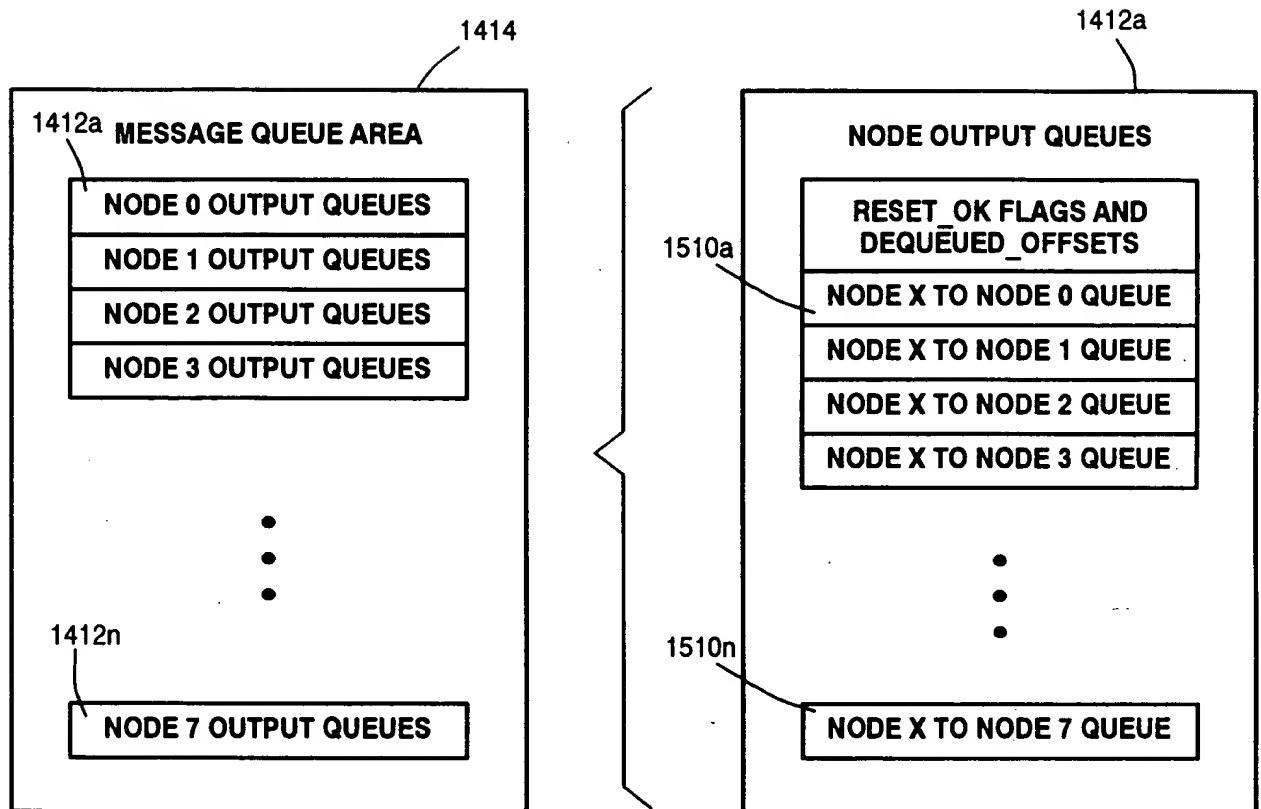
**Figure 12**



**Figure 13**



**Figure 14**



**Figure 15**

1412

A MORE DETAILED LOOK AT THE DEQUEUED\_OFFSETS  
AND THE MESSAGE QUEUES IS SHOWN BELOW:

	0	31	32 63			
0	RESERVED	NODE OS ID (EXAMPLES FOLLOW)				
		2 X	2 P N	S C I T	O M U N	
1-2	RESERVED	NODE MAC ADDRESS (12 HEX DIGITS WITH 2 DIGITS PER BYTE)				
3-7	RESERVED	RESERVED				
0	RESERVED	32 RESET_OK	39 RESERVED	40 RESERVED	48 63 DEQUEUED OFFSET FOR NODE 0	
1	RESERVED	RESET_OK	RESERVED	DEQUEUED_OFFSET FOR NODE 0		
2	RESERVED	RESET_OK	RESERVED	DEQUEUED_OFFSET FOR NODE 0		
			• • •			
7	RESERVED	RESET_OK	RESERVED	DEQUEUED_OFFSET FOR NODE 0		
START OF OUTPUT QUEUE TO NODE 0						
0	RESERVED	NEED_RESET	RESERVED	ENQUEUED_OFFSET FOR NODE 0		

1610

1612

P/O  
NODE-NODE  
QUEUE  
1510a

**Figure 16A**



1	RESERVED	MESSAGE BUFFER OFFSET			P/O NODE- TO-NODE QUEUE 1510a
2	RESERVED	MESSAGE BUFFER OFFSET			
		• • •			
511	RESERVED	MESSAGE BUFFER OFFSET			
START OF OUTPUT QUEUE TO NODE 1					1510
0	RESERVED	NEED_RESET	RESERVED	ENQUEUED_OFFSET FOR NODE 1	
1	RESERVED	MESSAGE BUFFER OFFSET			
2	RESERVED	MESSAGE BUFFER OFFSET			
		• • •			
511	RESERVED	MESSAGE BUFFER OFFSET			
• • •					
START OF OUTPUT QUEUE TO NODE 7					1510n
0	RESERVED	NEED_RESET	RESERVED	ENQUEUED_OFFSET FOR NODE 7	
1	RESERVED	MESSAGE BUFFER OFFSET			
2	RESERVED	MESSAGE BUFFER OFFSET			
		• • •			
511	RESERVED	MESSAGE BUFFER OFFSET			

NODE\_OS\_ID IS A 4 CHARACTER STRING WITH ONE OF THE FOLLOWING VALUES:

- 'OS22' - OS2200 ARCHITECTURE
- 'MCP' - A-SERIES ARCHITECTURE
- 'UNIX' - INTEL ARCHITECTURE WITH A UNIX OPERATING SYSTEM
- 'NT' - INTEL ARCHITECTURE WITH MICROSOFT WINDOWS NT OPERATING SYSTEM

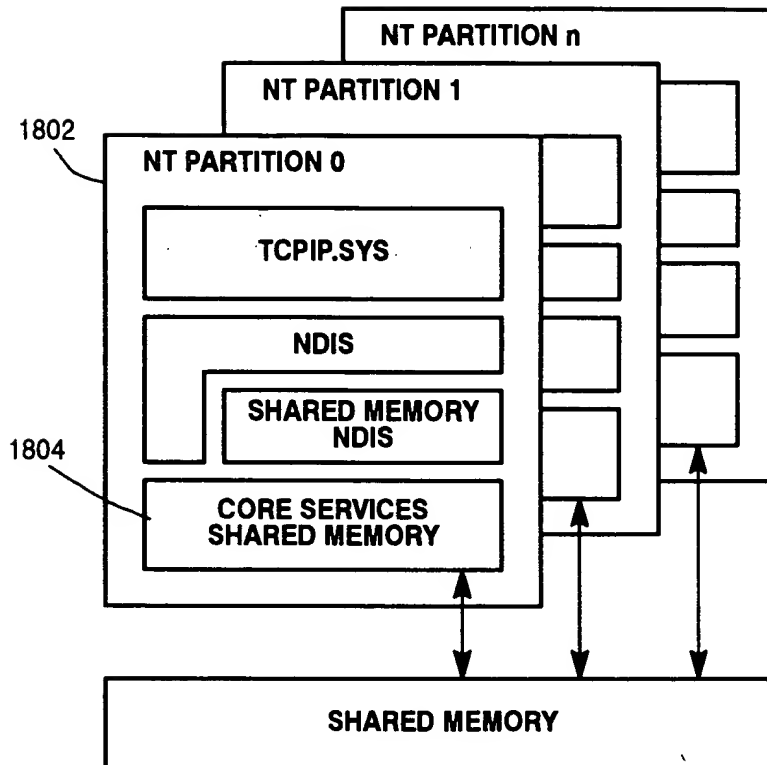
**Figure 16B**

1416

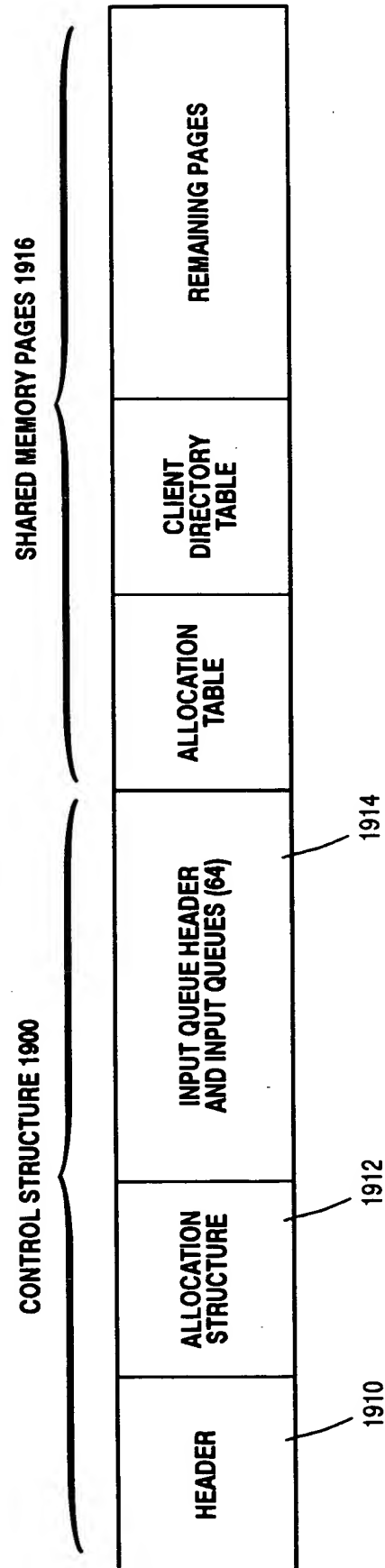


0	0	RESERVED	31	32	WORD LENGTH OF BUFFER		63	1710
1	RESERVED			WORD LENGTH OF HEADER				
2	RESERVED			32	47	48	63	
				BYTE SKIP COUNT		BYTE TRANSFER COUNT		
3	RESERVED			BYTE SKIP COUNT		BYTE TRANSFER COUNT		
n	RESERVED			BYTE SKIP COUNT		BYTE TRANSFER COUNT		1712
m	RESERVED			MESSAGE				
	RESERVED							
	RESERVED							
	RESERVED							
	RESERVED							
	RESERVED							
b-1	RESERVED			MESSAGE				

**Figure 17**



**Figure 18**



**Figure 19**

1910

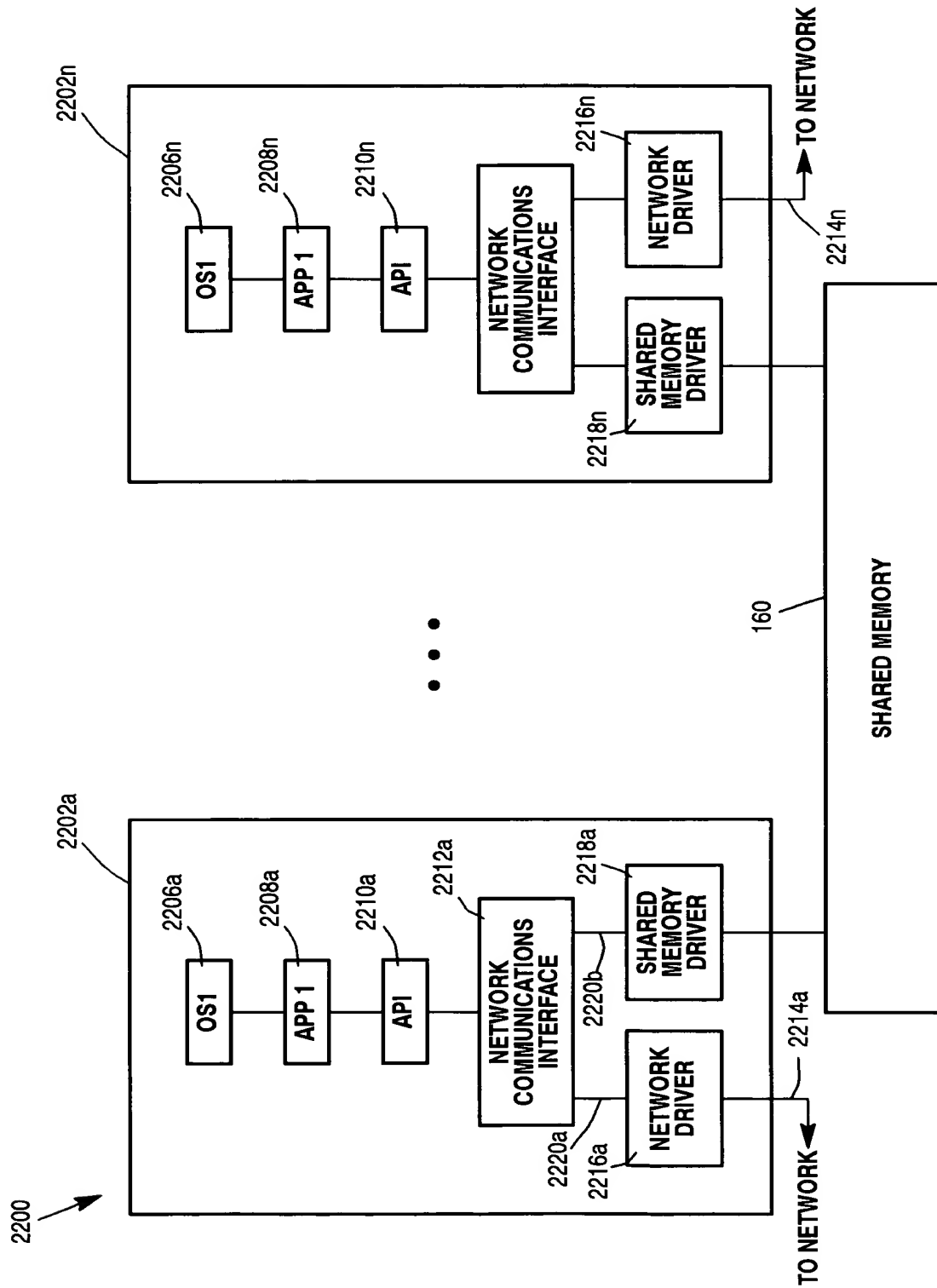
<b>CONTROL STRUCTURE HEADER CONTENTS</b>
<b>VERSION ID</b>
<b>SHARED MEMORY STATUS</b>
<b>PARTITION ID OF "MASTER PARTITION"</b>
<b>SHARED MEMORY PARTITION CHECK IN INTERVAL</b>
<b>CLIENT DIRECTORY TABLE HEADER</b>
<b>PARTITION INFORMATION (10 WORDS PER PARTITION)</b>

**Figure 20**

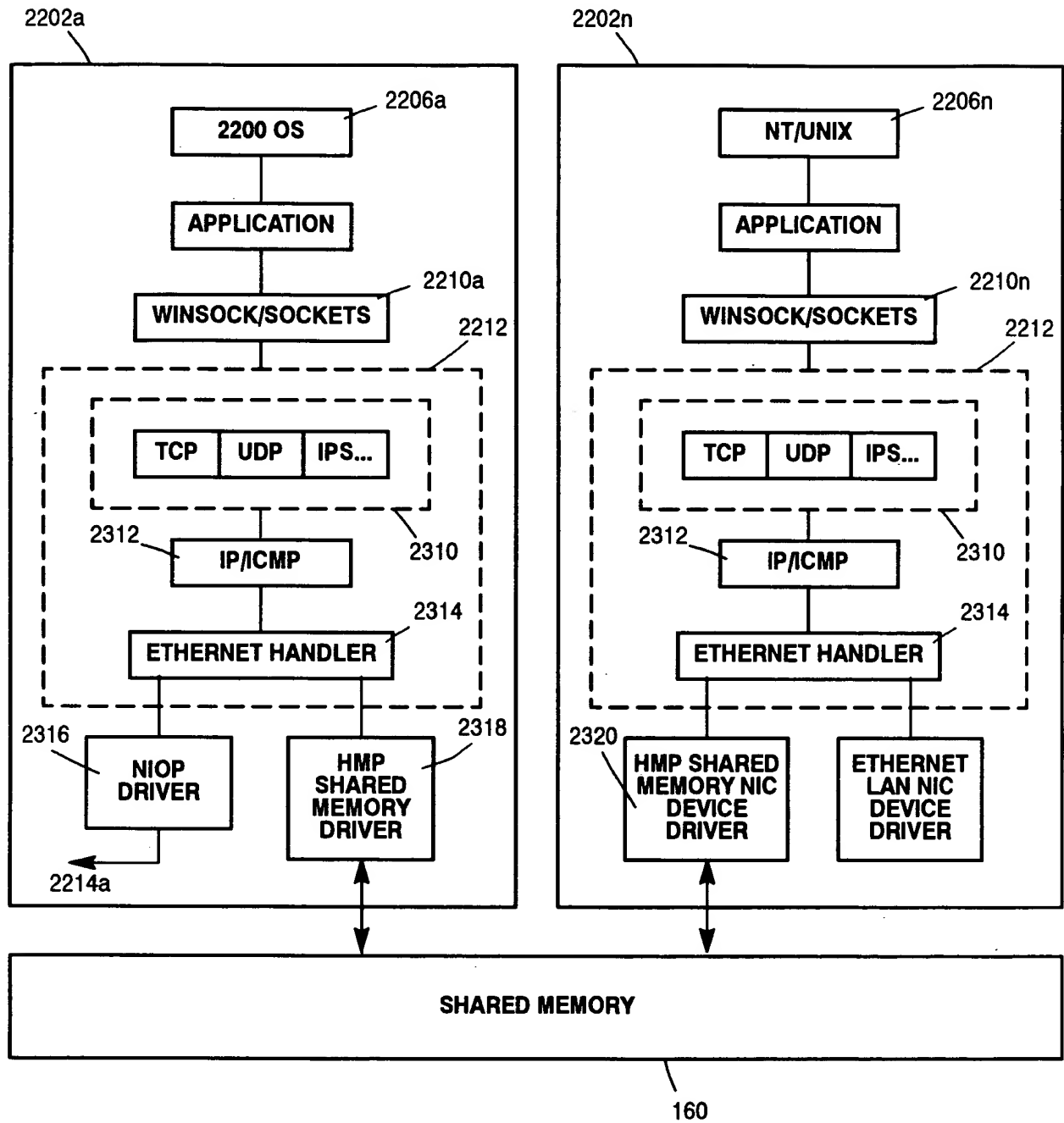
1912

<b>ALLOCATION STRUCTURE CONTENTS</b>
<b>ALLOCATION LOCK</b>
<b>LENGTH OF SHARED MEMORY AREA (IN 4K BYTES PAGES)</b>
<b>SHARED MEMORY PAGE POINTER</b>
<b>FREE PAGE LIST HEAD</b>
<b>ALLOCATION TABLE HEADER</b>

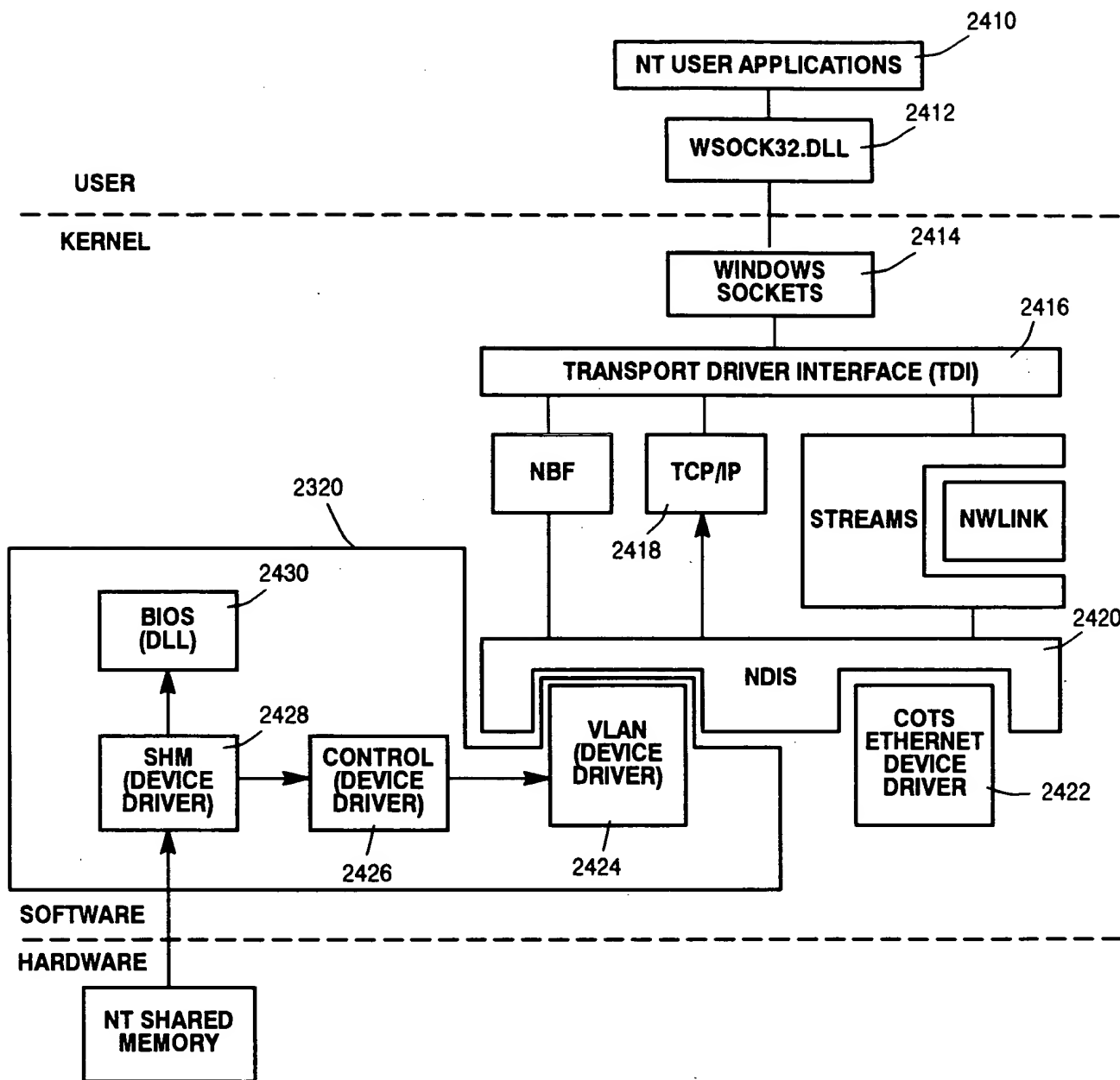
**Figure 21**



**Figure 22**

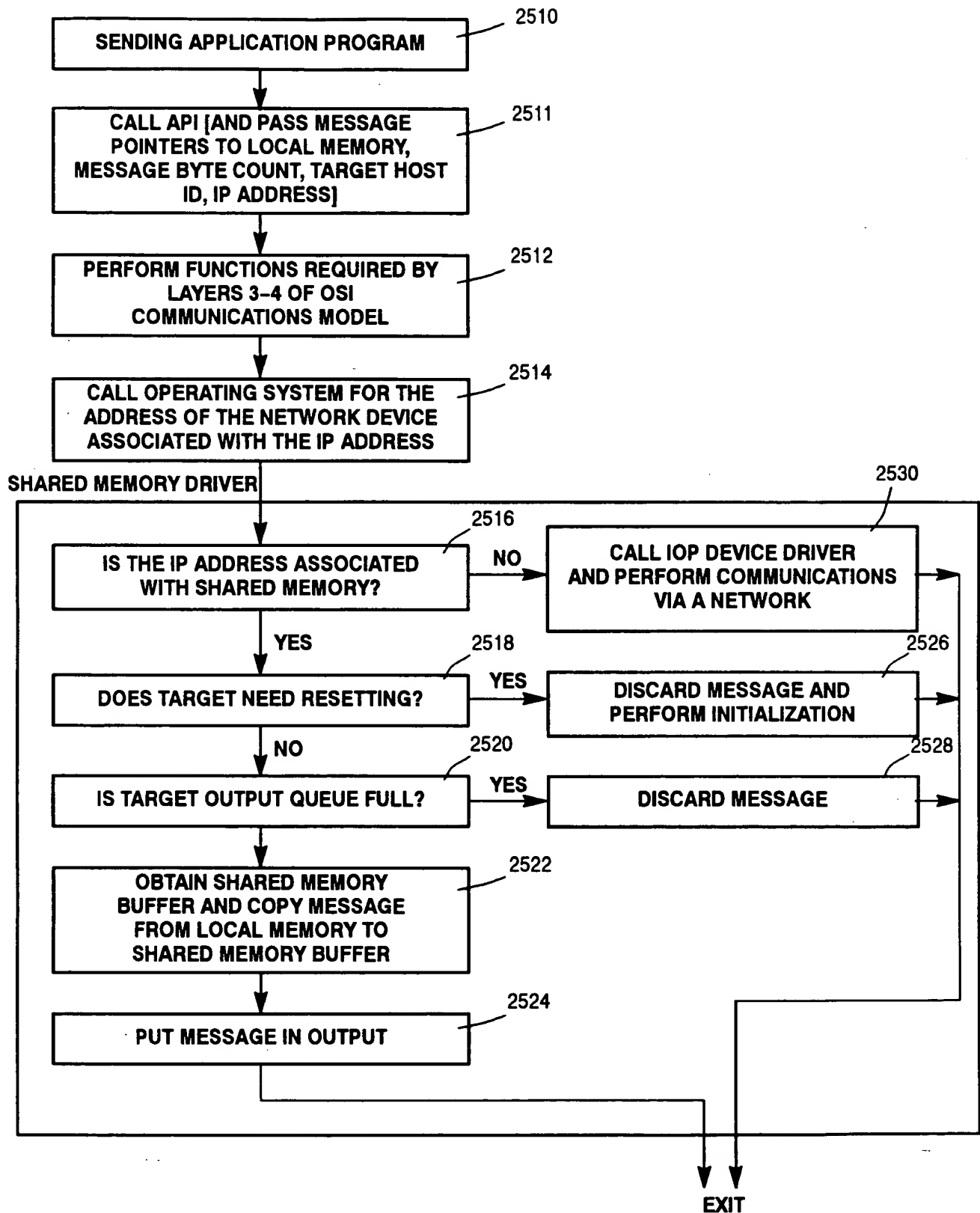


**Figure 23**

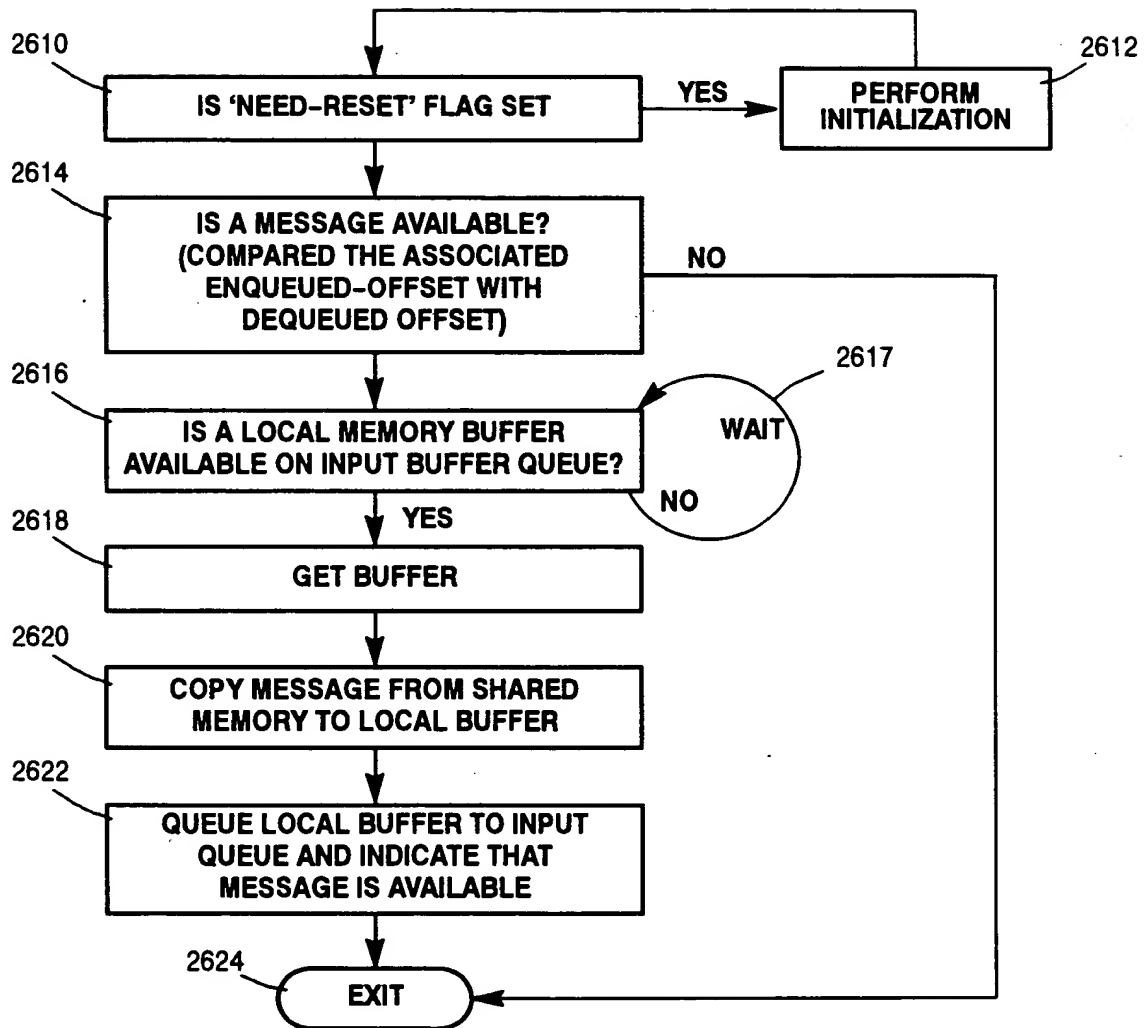


**Figure 24**

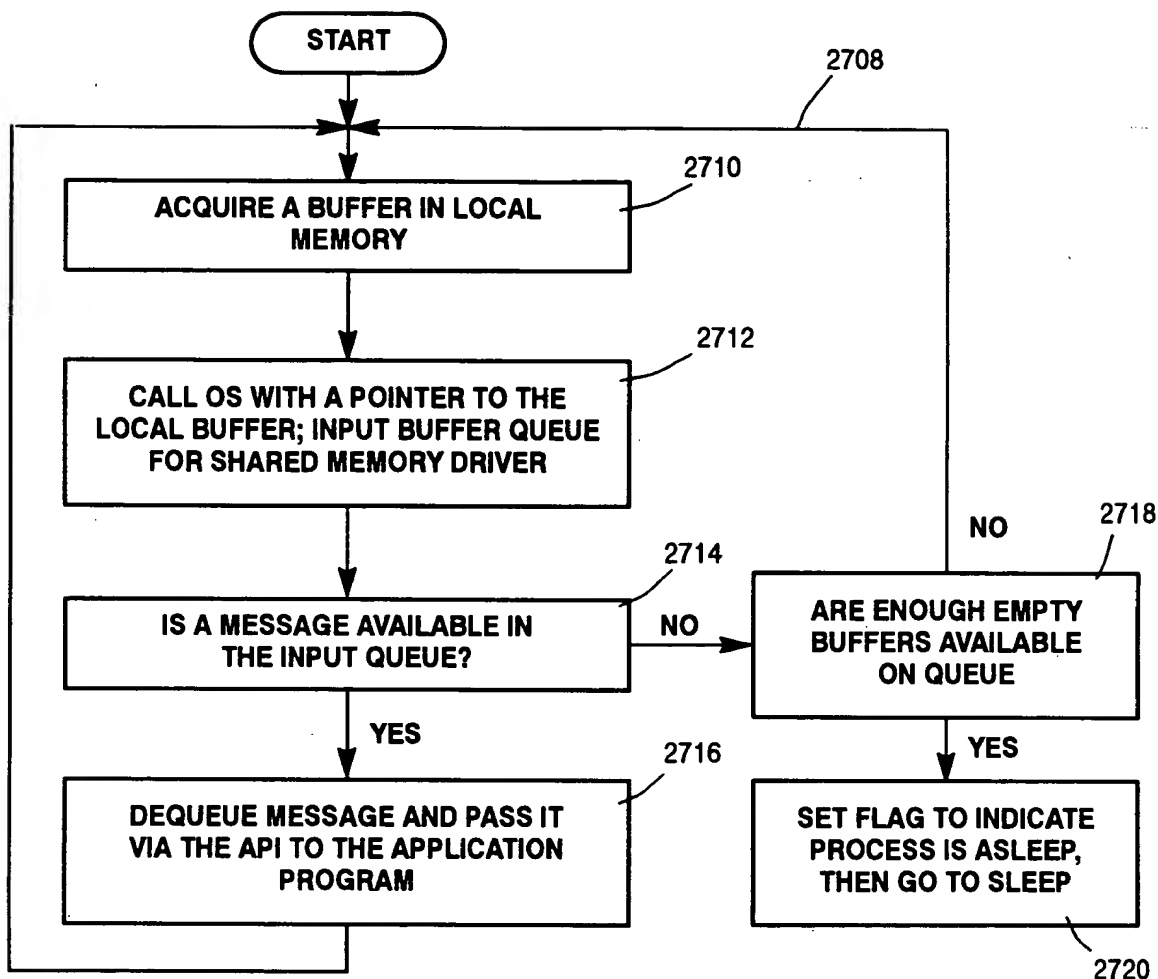




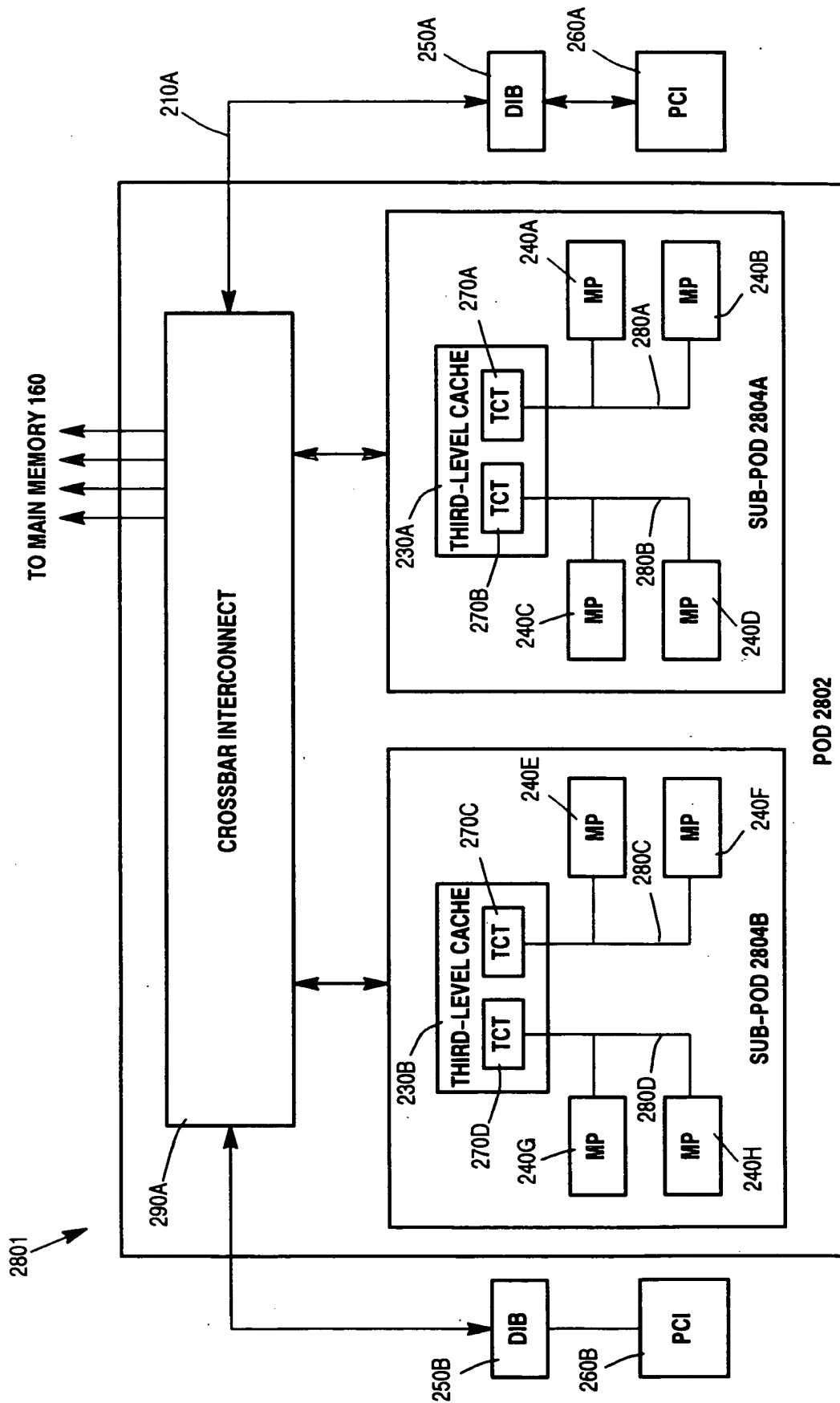
**Figure 25**



**Figure 26**



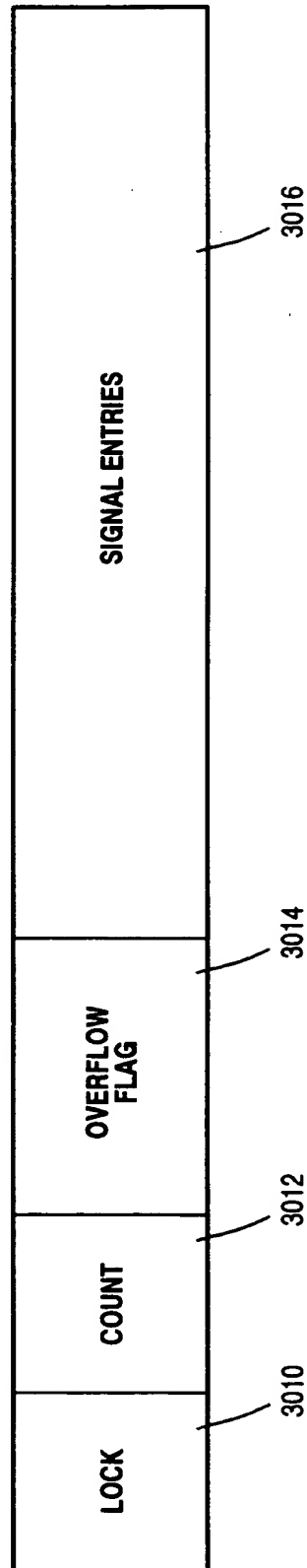
**Figure 27**



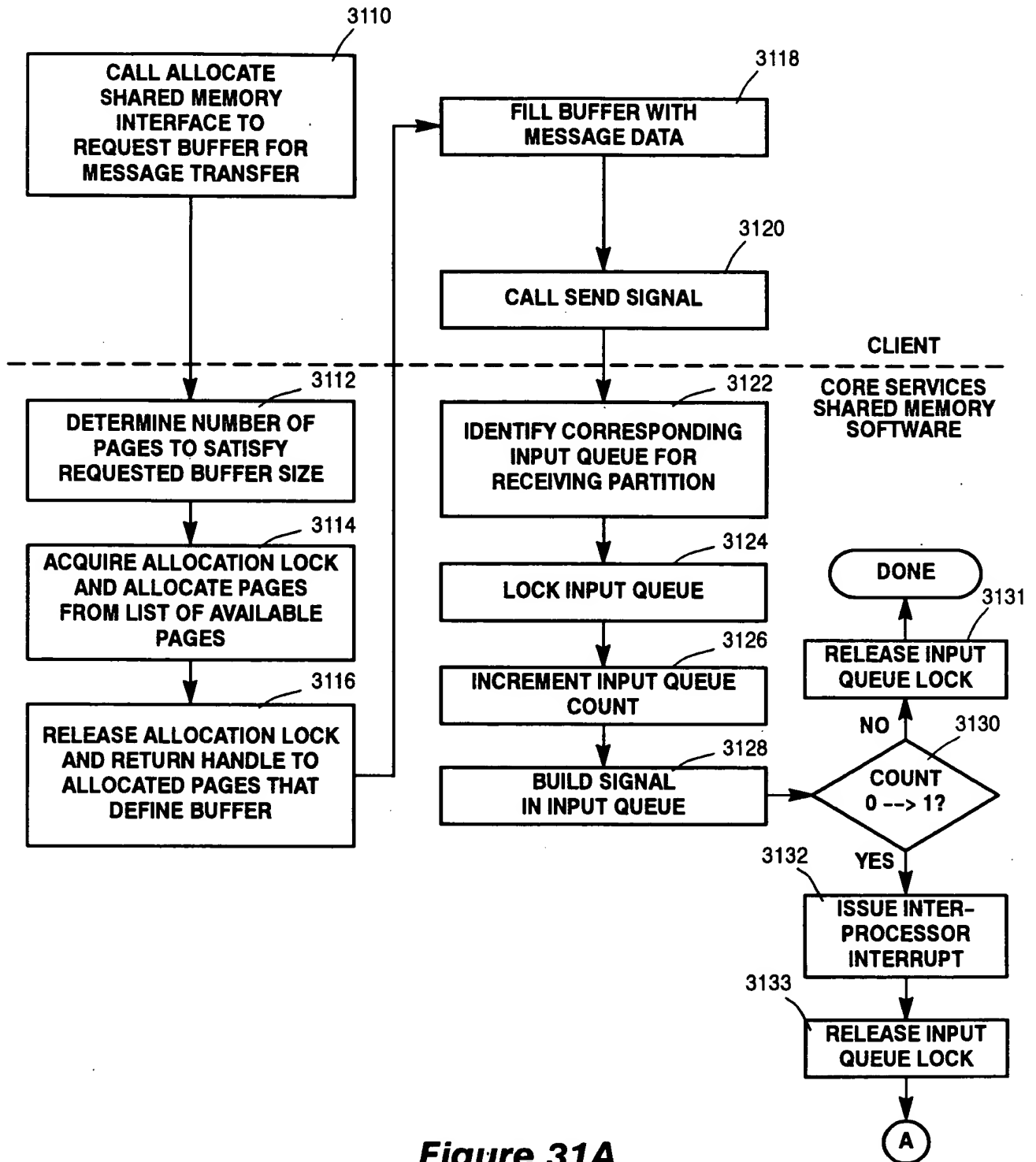
**Figure 28**

INPUT QUEUE HEADER CONTENTS
INPUT QUEUES POINTER
NUMBER OF INPUT QUEUES
INPUT QUEUE LENGTH
INPUT QUEUE SIGNAL SIZE
MAX NUMBER OF SIGNALS IN INPUT QUEUE

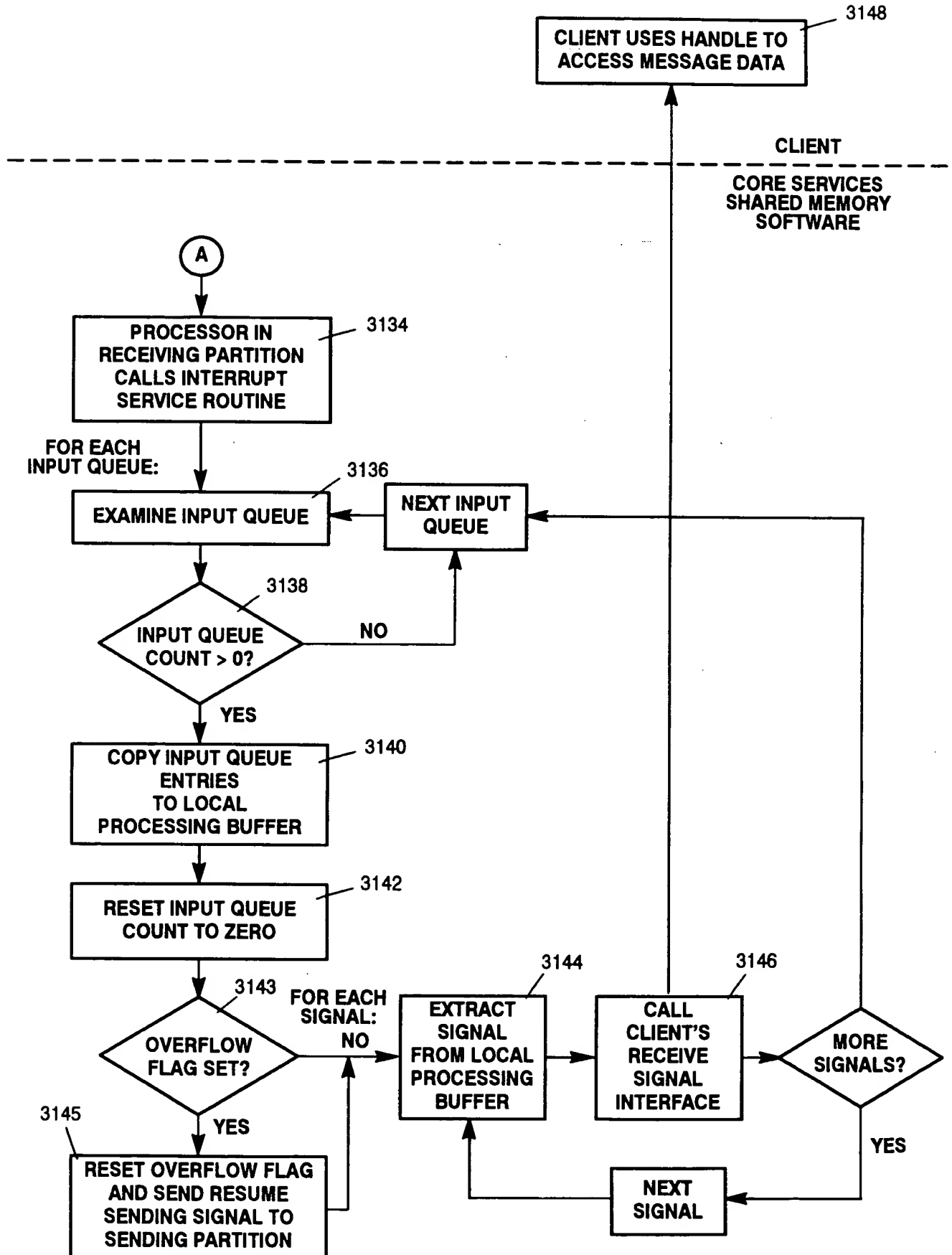
**Figure 29**



**Figure 30**

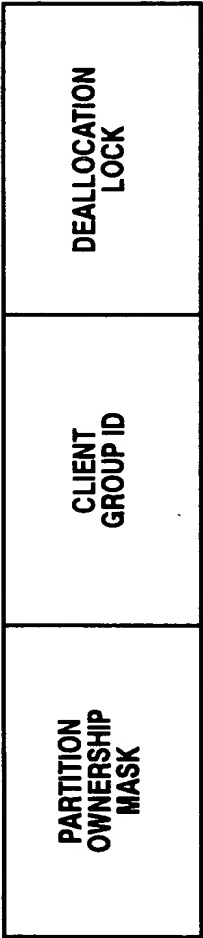


**Figure 31A**



**Figure 31B**

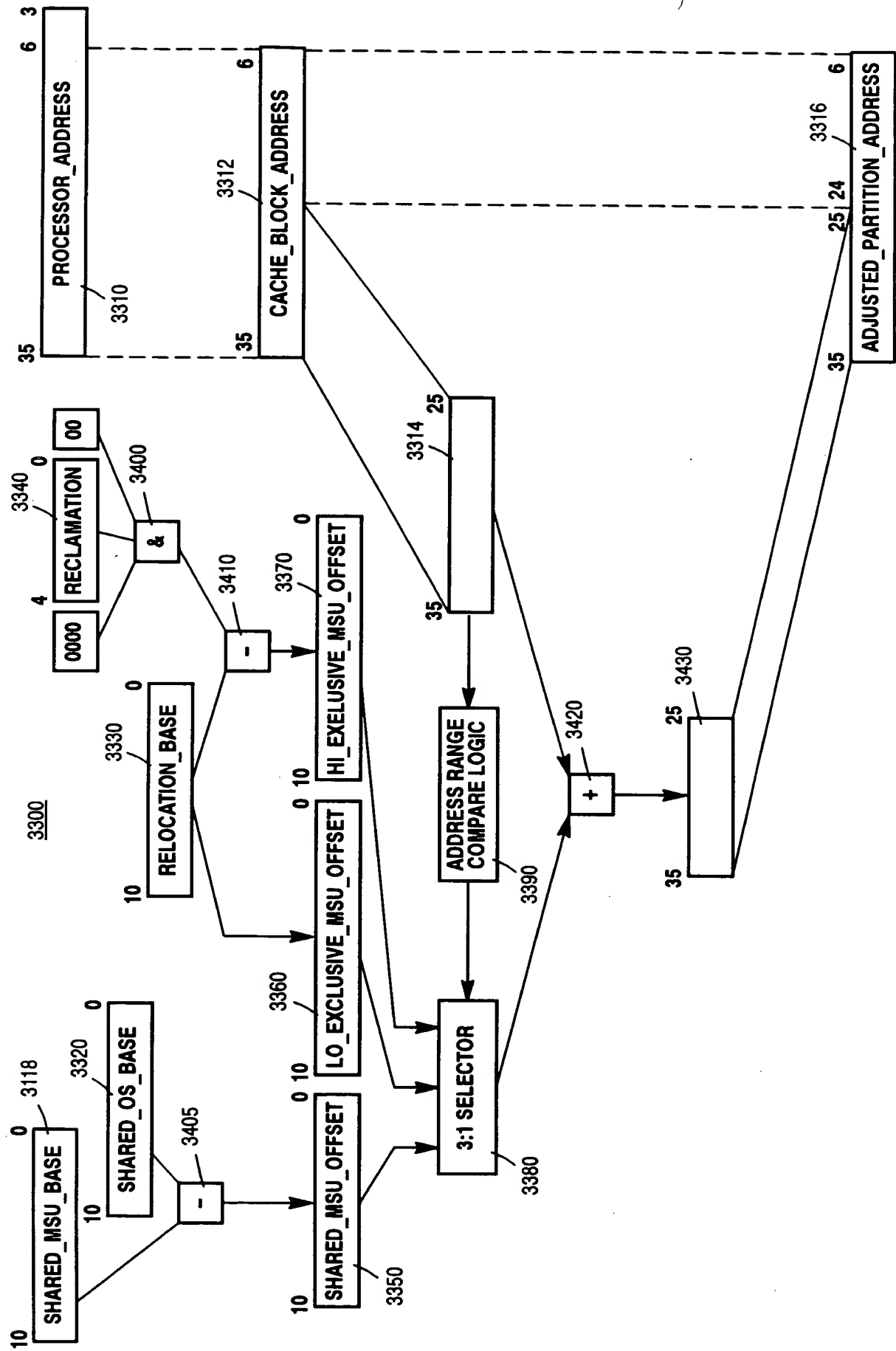




**Figure 32A**

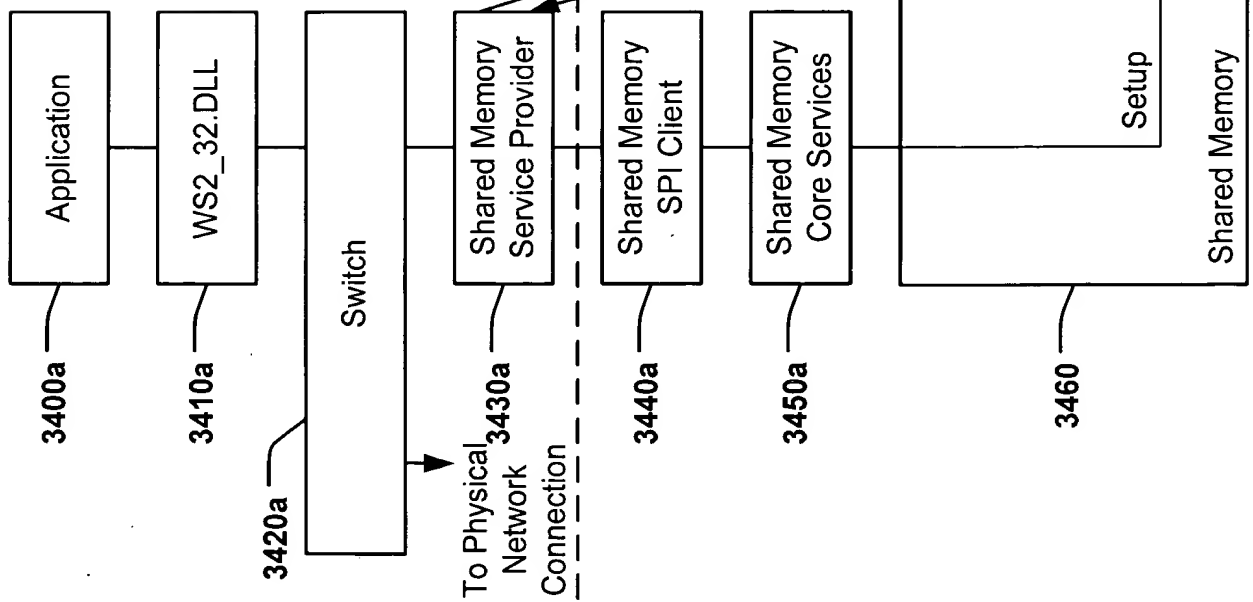


**Figure 32B**

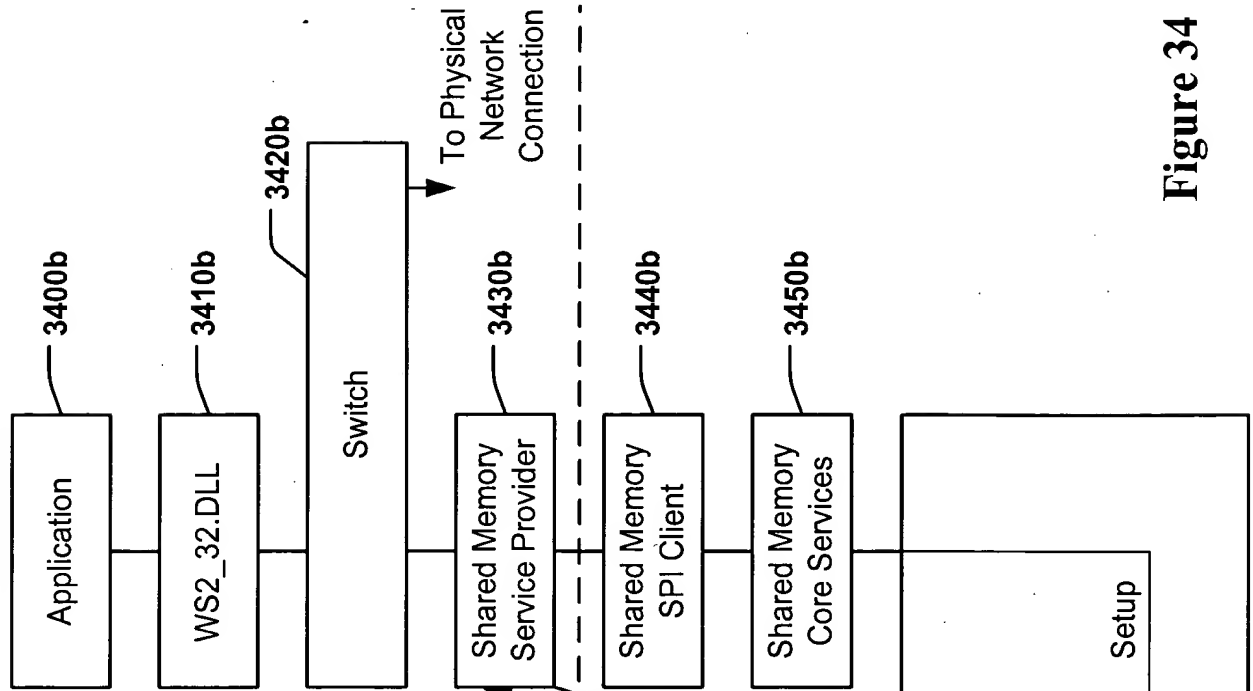


**Figure 33**

## PARTITION 1



## PARTITION 2



**Figure 34**

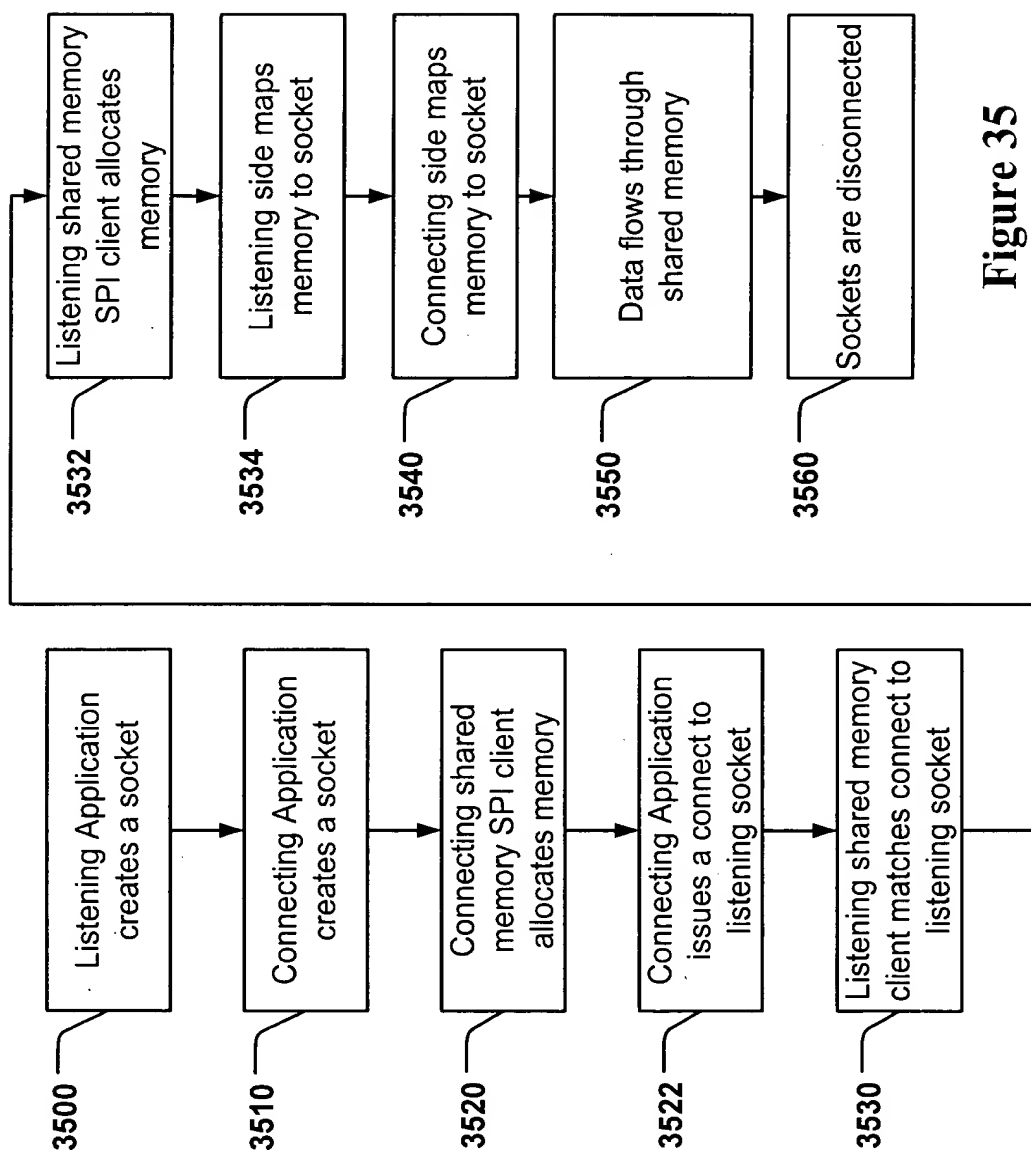


Figure 35

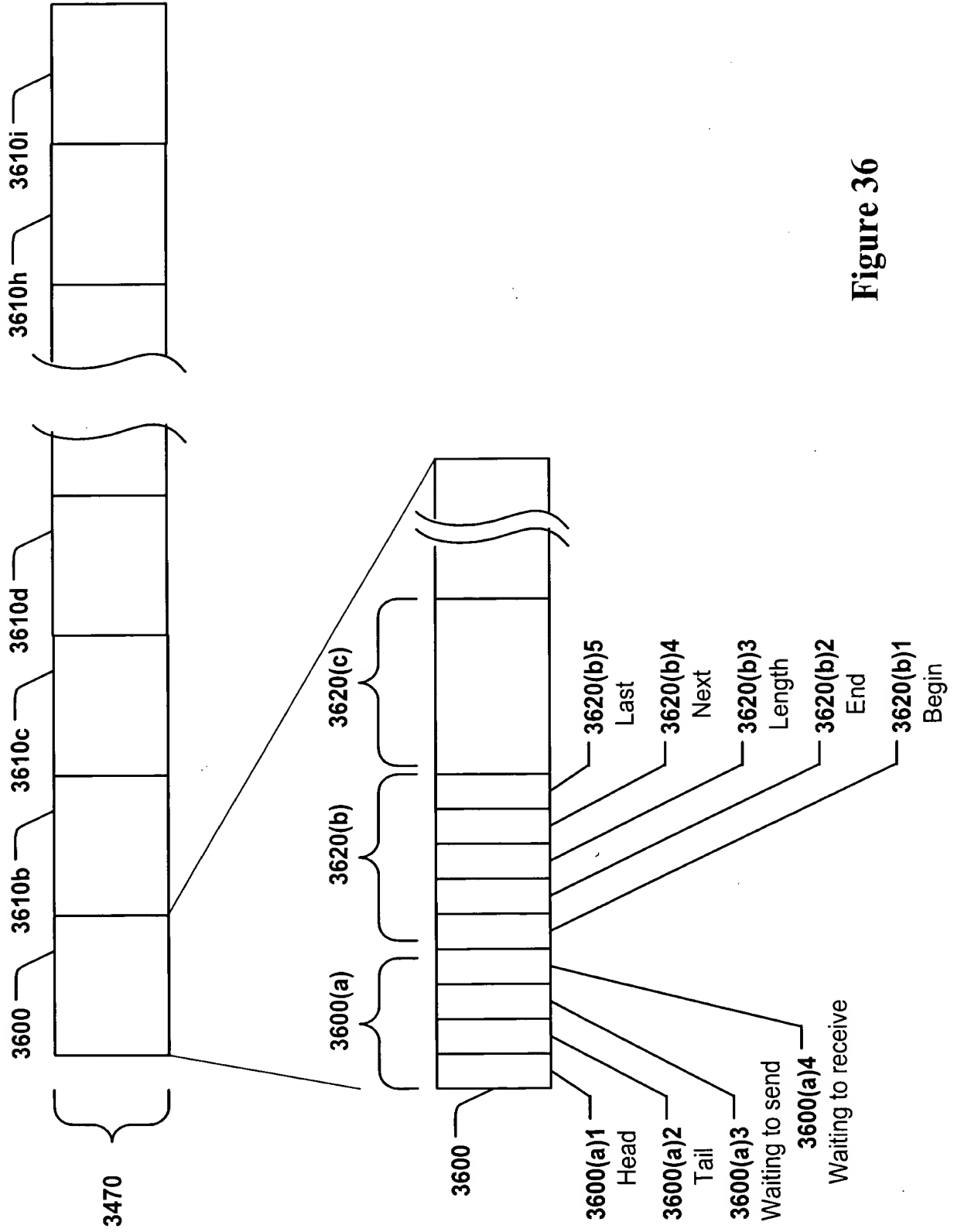


Figure 36

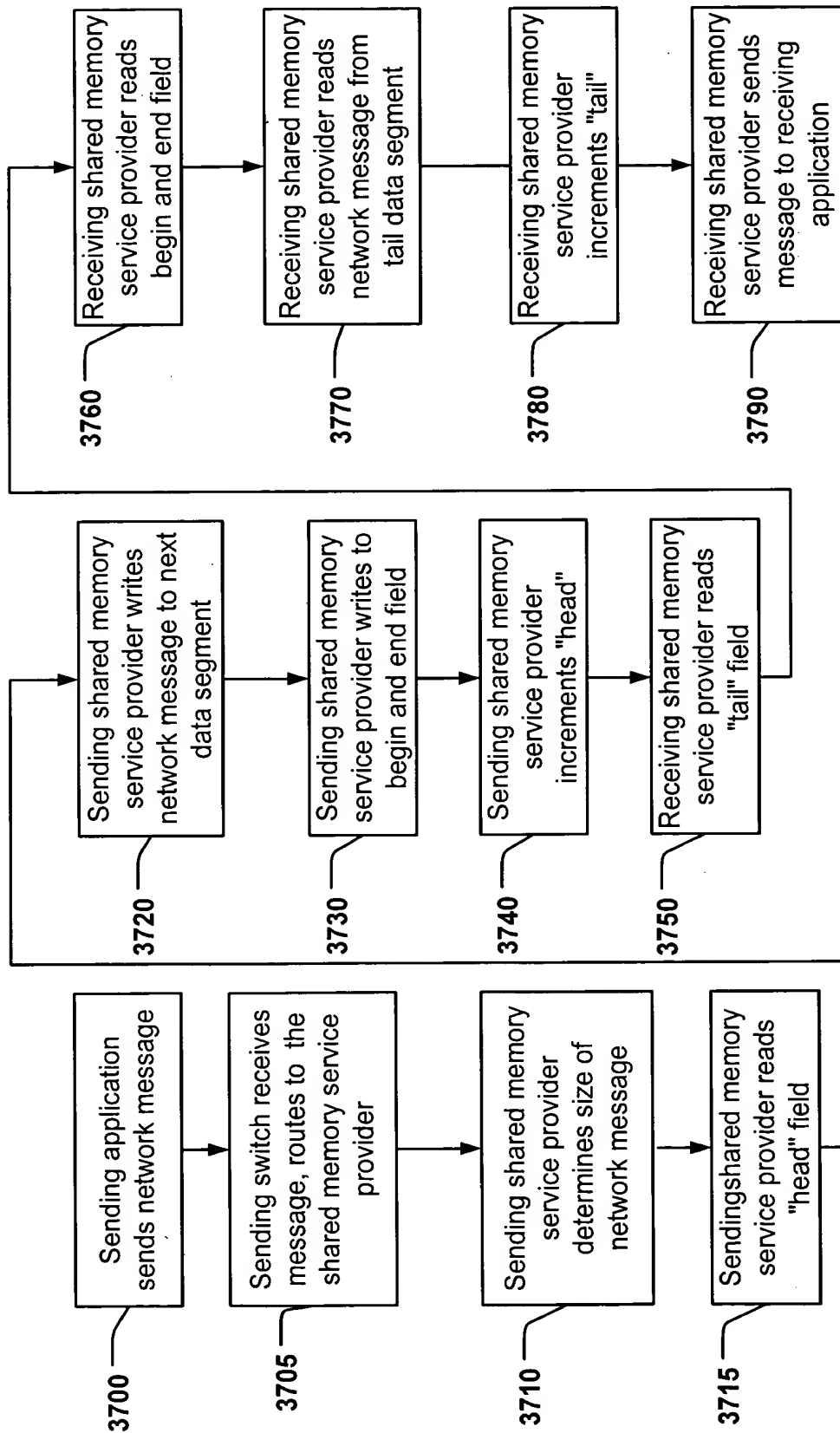


Figure 37